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CRASH

SINCLAIR SPECTRUM GAMES

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UN SQUADRON

WAR IN THE MIDDLE EAST

US Gold's blaster mega-previewed!

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GUNRUNNER HEWSON

SUPERCOM ATLANTIS

MANGO JONES

TALKING HEDZ Power-Tape

Check with your friendly newsagent!

FROM MOVIE TO SPECCY The CRASH guide to film tie-ins coming your way soon!

REVIEWED: ■ NIGHTBREED ■ JUDGE DREDD ■ PLOTTING ■ BACK TO THE FUTURE II ■ BATTLE OF THE BULGE ■ SATAN and much more!

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"FLYING THIS MISSION IS LIKE...



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CRASH

CONTENTS



GAME thrills

MOVIEMANIA!

Barry Norman eat your heart out! CRASH has been to the movies and checked out a load of great films — and what's more they're all being converted into Speccy games! Before long you'll be taking the lead role in such great films as *Total Recall, Days Of Thunder, Teenage Mutant Ninja Turtles, RoboCop 2, Nightbreed* and a whole lot more!! Check out the feature this issue. Before you get stuck into the Game Thrills, a huge thank you to everyone who has sent in games and programs to the Powertape department — we have a box load of games to look at, so please be patient if you're waiting to hear if your Speccy masterwork is going to appear on CRASH! Have fun!

THRILLS ON TAPE

Where to find the action!

SIDE A
GUNRUNNER
SUPERCOM

SIDE B
MANGO JONES
TALKING HEDZ
POKEMANIA

Check the inlay for loading instructions.
Should your tape be faulty, send it, in its box, to:
NEWSFIELD, CRASH TAPE CLINIC (81), LUDLOW, SHROPSHIRE SY8 1JW
A healthy specimen will return to you!

GUNRUNNER

• Super scrolling blasting action from Hewson!

Hewson is a fab company and currently celebrating its 10th birthday!! With a stack of brill games planned for the future, they've released loads of games during the last ten years which are well worth playing again! CRASH has a stack of Hewson thrills lined up for the next few months and the action starts right here with *Gunrunner*!

A distant ice-clad planet is under attack from the dreaded **Destrovians**, with its complex plutonium pipework being the saboteurs' prime target. **Gunrunner** is the only hope for this troubled world.

There are ten levels to play



GAME *thrills*

through, each consisting of a pipework landscape on a horizontally scrolling screen. Gunrunner moves left and right through this, jumping and kneeling where necessary — blasting the Destrovians to kingdom come!

With hazards a plenty it's a tough journey — beware of dangerous gaps in the pipework; booby trapped domes; opening bomb doors; mine scanning orbs! Collecting a **jet-pack** allows him to fly to greater heights and depths, and a blaster is his protection. To upgrade his weaponry, pick up equipment discarded by previous resistance fighters. You can grab, amongst others, a **Multi-fire unit**, a **shield** and a **smart bomb**.

A level is completed when you reach the striped emergency defence computer. Gunrunner then automatically receives a jet-pack to help him fight his way to the next level — but be quick, you're playing against the clock!!

DON'T GUNRUNNER OFF...

...cos you can't play *Gunrunner* without knowing the controls! Keyboard players can take their pick of control keys as they're redefinable. Joystick junkies are fine as long as they plug into Kempston, Cursor, or Sinclair interface.

SUPERCOM

● Hacking away once again with Atlantis!!

In CRASH 79 a super hacking game called *Satcom* by Atlantis **was featured on the Powertape — the response was so good that** Atlantis **has put its original hacking game *Supercom* on this month's tape! It's slightly easier than *Satcom*, so if that baffled you have a go at cracking *Supercom* straight away!!**

The Government have failed to track down the criminal mastermind who is holding the country to ransom with a computer activated **nuclear warhead**. No one knows where the computer or warhead are located. Even if they did, the task of shutting down the computer is almost impossible. The only information you have is an incomplete telephone number supplied by a **CI5 agent** who was terminated whilst transmitting what he had discovered. The number is **818-771**?? (?? means there are two other digits missing).

Supercom plays very much like *Satcom*, so if you've cracked that you should know how to play this style of game. For those who missed it here's a run down of what you do.

When *Supercom* has loaded the program generates its secret codes — these alter with every game (unless you're playing a saved game). When it has done that your working screen is displayed, offering five modes of operation. The first mode allows you to **phone another computer**, the second is the **link analysis** which generates data to the information board, mode three is the **information board**, the fourth is the **save/load** facility and mode five displays your **phone bill** (watch your money trickle away!!).

Once you've dialled into another computer the link analyser grabs as much information as it can. So if you don't know the complete phone number (just make two digits up in the case of the number from the CI5 agent) or a password, let the phone dial and when you can't get any further cut the call. Put the link analyser into action and any clues it can provide will be displayed on the information board. Virtually all the codes can be cracked with the help of the link analyser.

There's only one tip we can offer and that's make sure to make good use of modes two and three as they're very important to solve problems. All controls are through the keyboard using the appropriate keys to select options and input information. Happy hacking!!





MANGO JONES

● It's a brill blaster from Psychaedelic Hedgehog Software!!

Mango Jones is a space archaeologist and a pretty good one at that. While venturing into unknown space Mango stumbles upon the planet Shela-Rola, a strange place inhabited by intelligent bananas but in terrible danger of being invaded by the Darkk Empire!

Shela-Rola is surrounded by **seven** other worlds, all of which are occupied by the Darkk Empire — there's only one thing for it: take your ship onto each planet and destroy it, and wipe out the Darkk Empire. Succeed and you get the **Oozlum** statue, a priceless artifact bringing you fame and fortune.

Mango Jones is a two-part multi-load so keep an eye on the screen for prompts. When the first part has loaded stop the tape and a menu pops up after the credits have run through. From here select control method, movement sensitivity, mission briefing — the fourth option initiates the second load. Start the tape at the prompt and wait for the game to load.

When the second part has loaded you're ready to play. Follow the on-screen instructions to select which of the seven planets to begin your mission on and prepare to be teleported. Your ship is equipped with a laser cannon and a supply of bombs with which to defeat the Darkk Empire.

Blast enemies as you see them, and destroy ground installations as you fly past by dropping bombs. Beware: when an installation explodes a shower of highly daqngerous debris engulfs the playing area. If you're hit by falling debris the energy counter drops, if it reaches zero it's game over. Help is at hand — pick up special objects and be rewarded with a bonus.

Clear the planet of all enemy installations before progressing to the next, and have a rootin' shootin' good time while doing it!

CONTROLS

Don't get into a twist with your Mangos — check out the controls which are redefinable if you're playing on keys, or use a joystick, select your type on the menu screen in the first load.

Psychaedelic Hedgehog Software is a software house currently operating on a mail order basis. Details on its games are on the loading screen and you can contact PHS by writing to: **55 Stanley Street, Ramsbottom, Bury BLO 9JG.**

TALKING HEDZ

● Another brilliant game from Theo Develegas in Greece!!!

Sending you best wishes from sunny Greece is CRASH**'s new found Euro-chum** Theo Develegas**. Last month you played his crazy shoot-'em-up *Solaris* and now it's time to battle with your brains and play his addictive action puzzle game *Talking Hedz*!**

If you want a plot, read it on the intro screen — here's how to play the game. It's a bit tricky to begin with so read carefully! What you're looking at here is a sliding block puzzle game, played against the clock, as you attempt to rearrange eight jumbled up pictures to form faces of the famous.

Having selected the options from the opening menu you're into the game. On the main playing area you'll see the complete face of the first famous person — but the second you hit a key it all jumbles up and you have to reform it.

There are five **empty squares** and 25 squares that are part of the main image, **image squares**; the

empty squares begin lined up along the bottom of the playing area. You can only (this is very important) move an image square into an empty square. Don't try just swapping a couple of image squares around: that won't work. You can only move an image square if there's an empty square beside it. Using the control keys select the image square you want to move by pressing fire, now continue holding fire down, and while doing that press the key corresponding to the direction you want the move the image block in. So, if you want to move an image square into an empty block to the right, go to the image square, hold down fire, press right and it has moved, swapping places with the empty square. Sounds complicated, but it's simple when you get the hang of it.

It's not an easy game but to help you there's a small copy of the playing area in the status panel, top right-hand side of the screen. Here all the image blocks are numbered 1 to 25 so you know exactly where each one goes. Beginners are recommended to play the game paying very close attention, if not total attention, to this mini playing area. It won't take long to master — after three goes the **CRASH** team had completed three levels!!!

HEDZ UP CONTROLS

Plenty of options on the controls — you can use a joystick on the Kempston or Sinclair interfaces and for keyboard players the keys are definable. Additional keys to know are: SYMBOL SHIFT/pause, ENTER (while in pause mode)/change colour of playing screen.

Who the hell does THEO DEVELEGAS think he is??

Theo, the first of our **Euro-Powertape** contributors, is 23 and lives in Athens, Greece. Currently studying Information and Computer Systems at the Polytechnic of Athens, he's had a Speccy since Christmas 1985 and currently programs on a +2 with Beta and Disciple disk systems. Slotting in the back of his Speccy is a Multiface, Vidi ZX Digitizer, Currah Speech, and he also owns a Quickshot II 'stick, which is broken. He must be rushed off his feet because apart form studying and programming he also contributes to a Greek computer magazine and writes to his UK pen pal who's none other than our very own **Graham** 'Turbo' **Mason**!! Oh, and he likes eating kebabs. Yum.

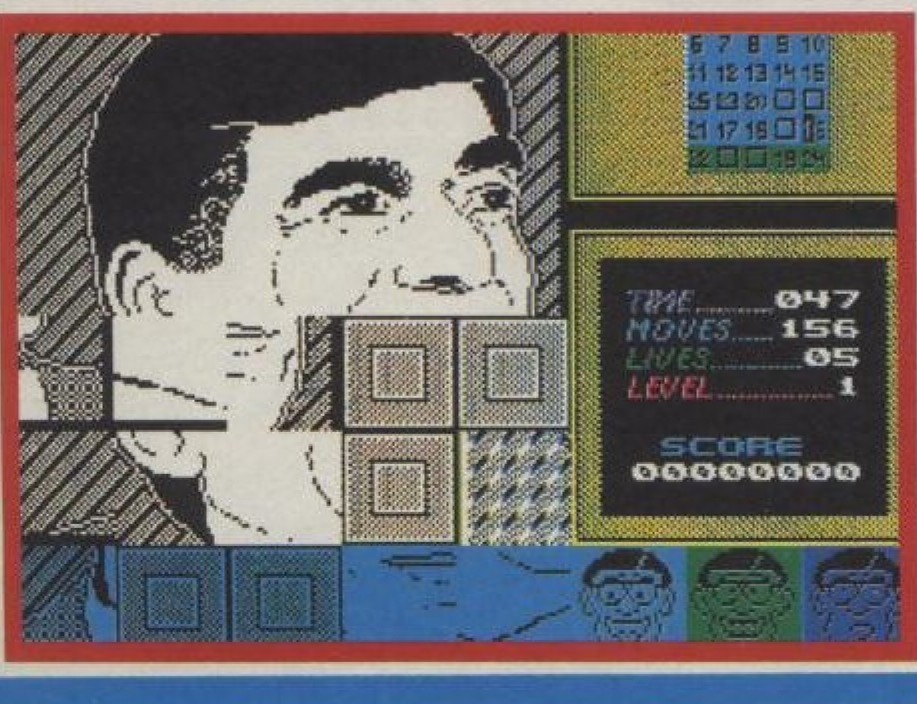
NEXT MONTH: Happening next month on the cover cassette is our THIRD Euro-Powertape game from Theo called *Gunhead*! It's the sequel to *Solaris* and looks utterly fab! Don't miss it!!

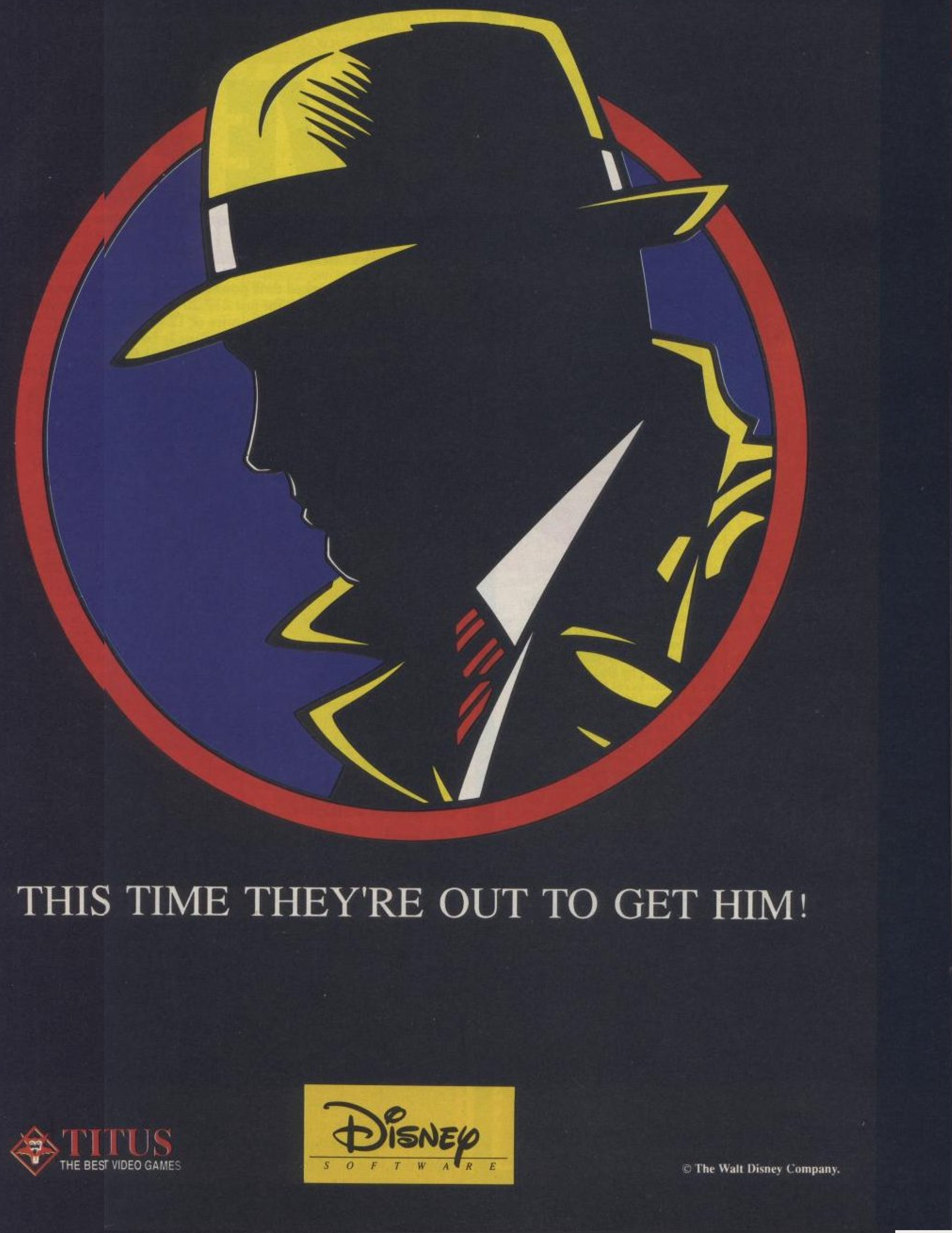
POKEMANIA RULES, OK?
Find out what Graham Turbo Mason has in store for you on the Powertape this month! Turn to DJ Nicko's Tips...

GET YOURSELF ON THE COVER!!

If you think you've written a completely brill game and want to share it with the Speccy world, send it to us on cassette or disk with a letter explaining the game. If it passes the reviewers' test we'll put it on the Power Tape for thousands to enjoy! It could be your first step into the software publishing world!!!

Check out the coupon on page 19! It must accompany all entries!




THIS TIME THEY'RE OUT TO GET HIM!
TITUS
THE BEST VIDEO GAMES
Disney
SOFTWARE
© The Walt Disney Company.

PREVIEWS

Standby for launch! Two deadly planes with more fire-power than a blazing inferno are about to begin a perilous mission over enemy territory. Richard Eddy signed up with the *UN Squadron* for the flight of his life!!

MIDDLE EAST FLARE UP

● UN SQUADRON

If you fancy a trip that'll take you flying high and provide enough action to get your adrenalin racing, look no further than a career with the elite **UN Squadron** force! A blaster of a game is heading your way in the conversion of **Capcom**'s air combat coin-op, touching down in the shops this October from **US Gold**.

UN Squadron is set in the future when technically advanced planes zoom through the air loaded with deadly weaponry, and the story behind the non-stop combat action goes like this...

The countries of the Middle East have been torn by violent civil war and conflict. As the rest of the world hopes for the bloodshed to end, corrupt arms dealers are working with the fighting nations to develop revolutionary weapons, spreading terror across the globe and shattering all hopes for world peace. The UN Squadron, a multi-national peace-keeping force equipped with the latest in aerial firepower, is called in — if they can't halt the destruction, no-one can!

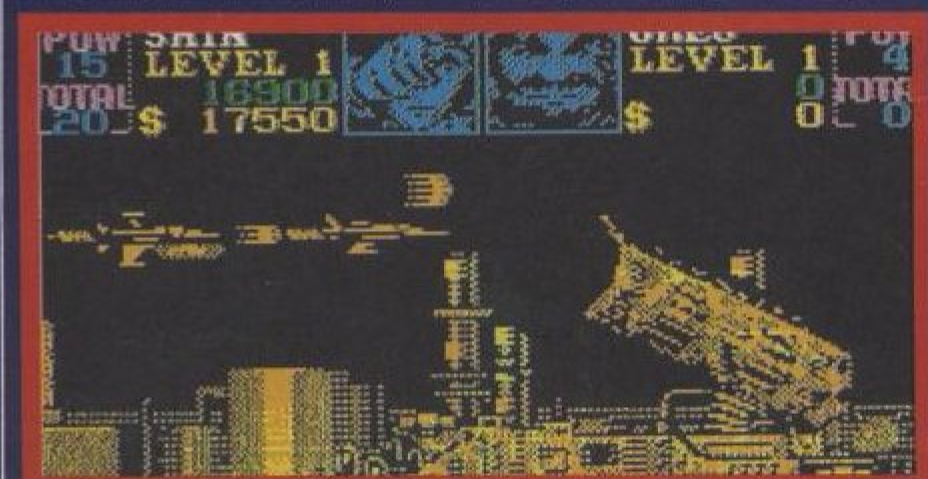
Tiertex is handling the conversion work and programmer **Doug Anderson** has crammed all the features of the arcade original into the Speccy version. *UN Squadron* is a really big game — and you can play on your own or with a mate in simultaneous two-player mode — that's the best way if you're going to get through all **ten** horizontally scrolling levels (and each level has its own giant end-of-level adversary to battle with!).

There's a choice of three brave pilots to control, each with their own plane. There's **Mickey Simon** in a **F-14 Tomcat**, **Shin Kazama** in a **Tigershark** and **Greg Gate** in his **A-10 Thunderbolt**.

SHAPE OF THE ACTION

Level one begins as you fly into the enemy landscape over the first base, and it's trouble straight away! Squadrons of armed enemy helicopters fly in guns blazing, and tanks fire upwards. In dire situations you may be faced with around **20** opponents on screen at once! A huge tank with a missile launcher is the ultimate enemy weapon here, and you must eliminate that if you want to get through to level two!

Mission two is set in a forest — but don't expect it to be quiet! Missile launchers wait at ground level and jets fly in from the side making it a tough journey as you fly towards the heavily armed fortress at the end.





The deadly heat of the desert is the setting for the fourth mission; jets and helicopters make up the enemy forces here and the destruction of a missile silo is the aim at the end of this level. Jets and fighter bombers swarming over a rocky landscape make up mission five and there is a spectacular end-of-level force: a mammoth helicopter dropping attacking fighter jets from its belly!

Levels six to nine take you through an enormous cave, over an oil refinery, over the ocean and over a mountain range — all packed with legions of enemy attackers and a nightmarish collection of end-of-level installations! The tenth level is a special assignment with one adversary — a gigantic mothership. As it pumps out fighter planes, **MiG 29**s and the rest of its attacking force, circle the beast and blast like never before! Succeed and you'll blow away segments leaving a gaping hole giving you access to the heart of the mothership for its ultimate destruction! And that's it! **Phew!** As **US Gold** say, flying a *UN Squadron* mission is like shaking hands with the devil (and spanking the bottoms of his demonic little helpers!!).

BELT UP, BOLT ON!!

Blimey! You can bolt on loads of mean weapons to a *UN Squadron* fighter plane, and there are no pansy bullets here! All additioncl weapons are bought from the Capcom **shop between levels — providing you've collected enough power-up pods along the way. You'll be shouting 'Mega-death nuclear cannon, ahoy!' before you know it!! Just take a look at this lot!!**

★ **Bullpup**: wide-ranging streaks of laser death!
★ **Bullpup II**: more powerful wide-ranging lasers!
★ **Phoenix**: laser homing missile!
★ **Falcon**: laser homing missile that's even better!
★ **Super Shell**: armour piercing laser bolts!
★ **Super Shell II**: pierces more armour than ever before!
★ **Bomb**: ground attack bomb!
★ **Bomb II**: flattens the countrysice!
★ **Napalm**: great big search and destroy mutha!
★ **Napalm II**: even bigger search and destroy!
★ **Big Boy**: nuclear warhead! Watch out below!
★ **Double Glazing salesmen**: terrorists flee! (fibber! —Ed)

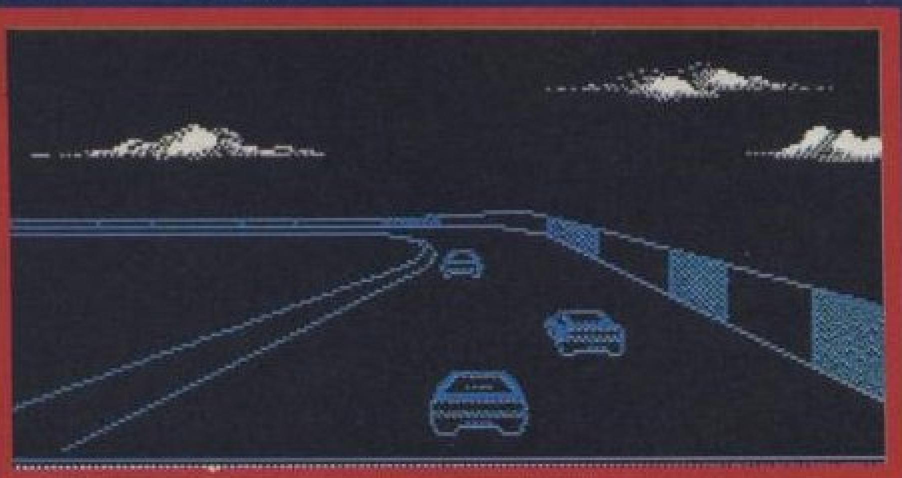
Let's hope the Middle Eastern setting for this extravaganza doesn't turn out to be too topical! Saddam Hussein watch out...

CRUISING SPEED!

● DAYS OF THUNDER

Drooling over **Tom Cruise** appears to be a national female pastime at the mo. Software house **Mindscape** have fallen for the American star too, and are releasing a game based on his latest hit movie *Days Of Thunder*.

You play the part of **Cole Trickle** (Cruise), a rookie **NASCAR** (National Association of Stock Car Auto Racing) driver who dreams of winning the **Daytona 5000**. Banked circuits and the pulse pounding 200mph driving speed leave little room for error on the driver's part. Six tracks are included in the game: **Daytona**, **Atlanta**, **Charlotte**, **Phoenix**, **Bristol** and **Dover**, viewed from behind the car with variable perspective. As with nearly all racing games you must finish at least third in every race to qualify for the next, and if you qualify on all the tracks you get the chance to win the coveted last race at Daytona. The car is likely to suffer a lot of damage in such a violent race, so frequent pit stops are advised. Here you can change tyres, repair bodywork (the car's not yours) and tune the engine. Busy development company, **Tiertex** is responsible for the Speccy version, which goes under starters orders in October.



WINGS OF FIRE

● ST DRAGON

There's nothing medieval about the first game from new software label **Storm**, even though you're trying to save a kidnapped dragon (who'd be silly enough to try to pinch a dragon?!). *ST Dragon* is the futuristic story of one brave star pilot's attempt to rescue our reptillian pal. Provided with a huge dragon-shaped craft to travel across six alien scrolling landscapes, there are hordes of alien uglies to fight off. You start the game with a standard blaster, but as you plough through the levels power-ups such as shields, fireballs and bouncing balls present themselves for collection. Incorporated into the metallic dragon is a huge tail, designed to wrap around itself to shield it from the smaller aliens ancd their missiles. Watch out for a full review in the next couple of months.





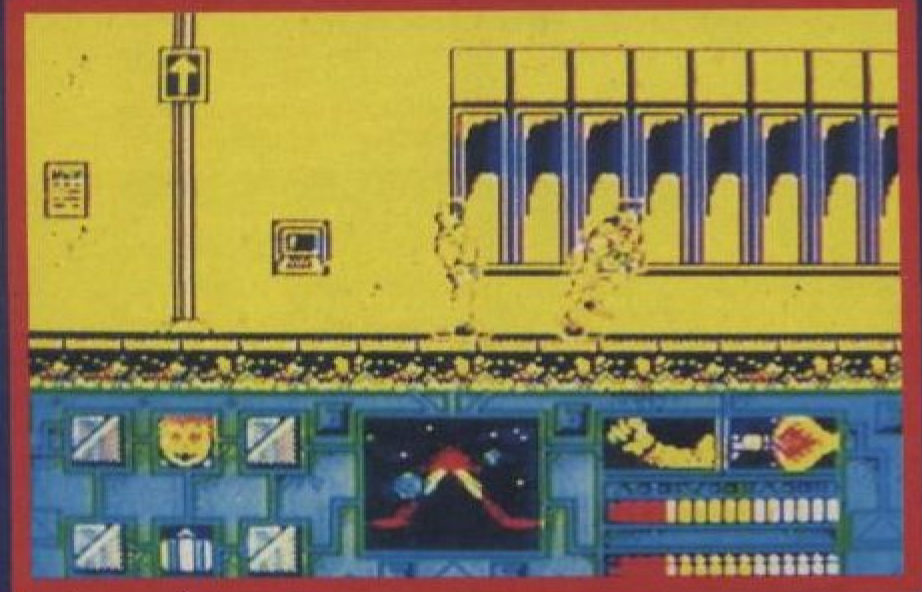
LETHAL MEMORY!

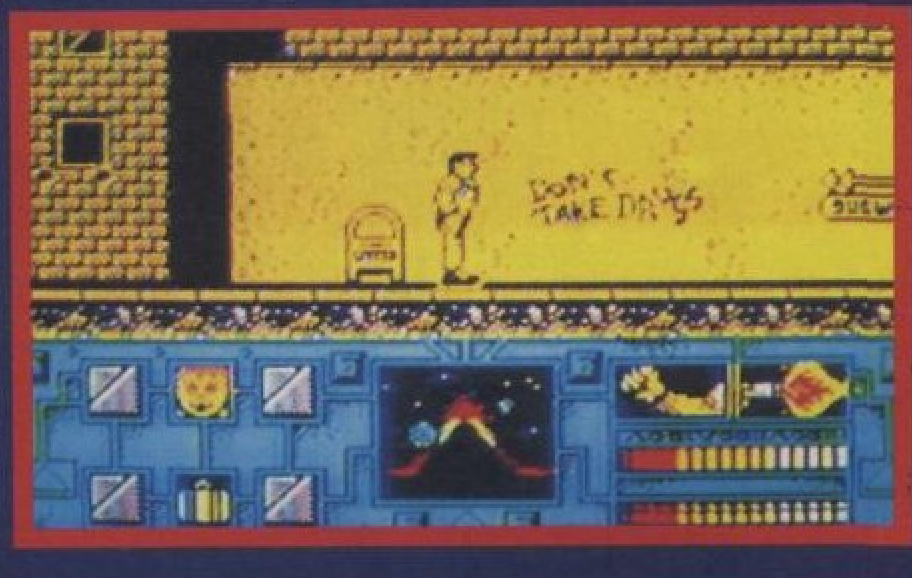
● TOTAL RECALL

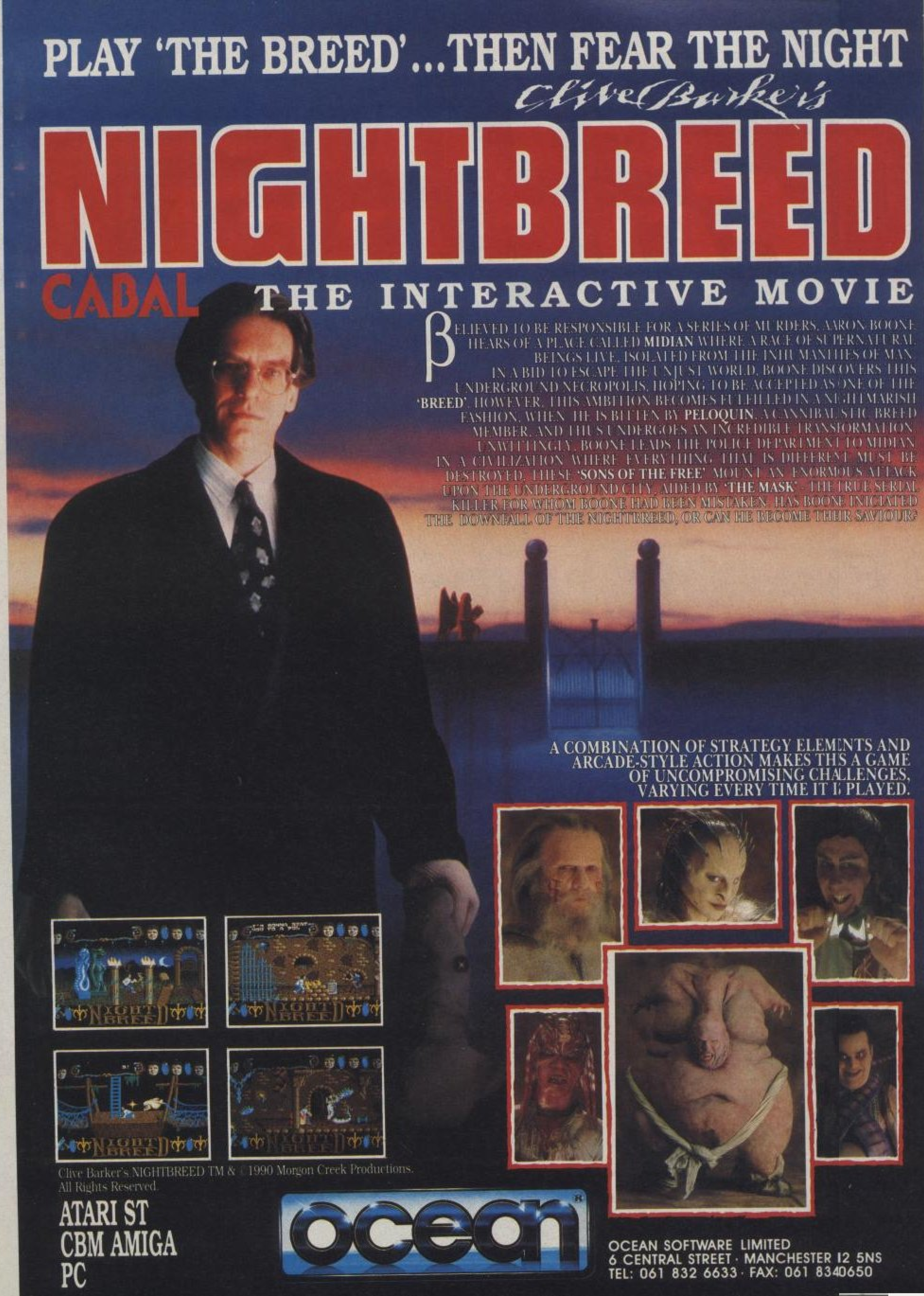
'We can remember it for you wholesale!' is the proud boast of **Recall Incorporated**, the company construction worker **Doug Quaid** goes to for a Martian holiday — not a real one, but an implanted memory of a perfect vacation. All he gets though is the nightmare of being a spy on Mars, a spy in double-dealing trouble. Before he knows it he's on his way to the red planet and hounded by sinister forces. That's *Total Recall*: a great film. And now **Ocean** are hoping for a great game from the licence.

Beginning on Earth and taking Quaid to Mars, you get three levels of horizontally scrolling shoot-'em-up action and two levels of racing, viewed from overhead. In the first level you run from Quaid's house to the Subway whilst being chased by thugs. Level two is a racing scene where Quaid catches a **Johnnycab** and heads for the spaceport. Level three sees you on the way to Mars, again attacked. Level four is another racing scene, this time on Mars, and level five is the final showdown between Quaid and the corrupt company who runs Mars.

From what we've seen so far the game will be as action packed as the film, expect to totally recall a review very soon!





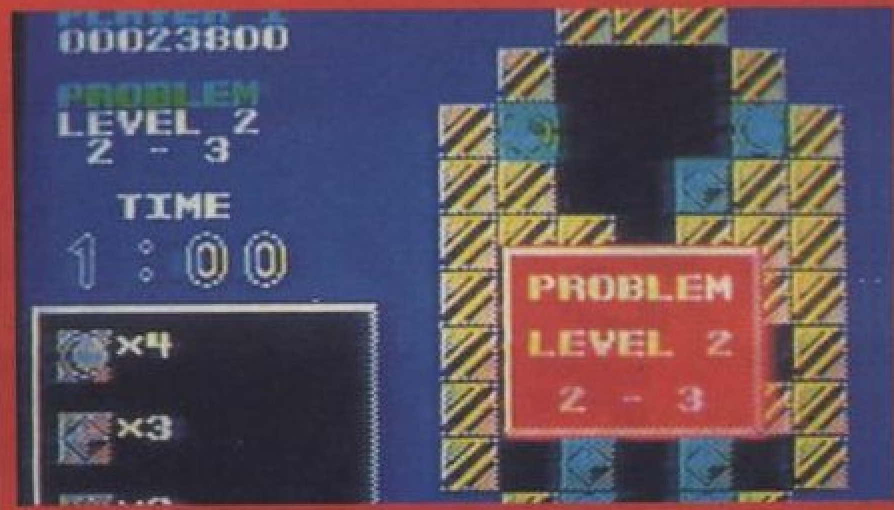

PLAY 'THE BREED'...THEN FEAR THE NIGHT
Clive Barker's
NIGHTBREED
CABAL
THE INTERACTIVE MOVIE
βELIEVED TO BE RESPONSIBLE FOR A SERIES OF MURDERS, AARON BOONE HEARS OF A PLACE CALLED **MIDIAN** WHERE A RACE OF SUPERNATURAL BEINGS LIVE, ISOLATED FROM THE INHUMANITIES OF MAN.
IN A BID TO ESCAPE THE UNJUST WORLD, BOONE DISCOVERS THIS UNDERGROUND NECROPOLIS, HOPING TO BE ACCEPTED AS ONE OF THE **'BREED'**. HOWEVER, THIS AMBITION BECOMES FULFILLED IN A NIGHTMARISH FASHION, WHEN HE IS BITTEN BY **PELOQUIN**, A CANNIBALISTIC BREED MEMBER, AND THUS UNDERGOES AN INCREDIBLE TRANSFORMATION.
UNWITTINGLY, BOONE LEADS THE POLICE DEPARTMENT TO MIDIAN. IN A CIVILIZATION WHERE EVERYTHING THAT IS DIFFERENT MUST BE DESTROYED, THESE **'SONS OF THE FREE'** MOUNT AN ENORMOUS ATTACK UPON THE UNDERGROUND CITY, AIDED BY **'THE MASK'** - THE TRUE SERIAL KILLER FOR WHOM BOONE HAD BEEN MISTAKEN. HAS BOONE INICIATED THE DOWNFALL OF THE NIGHTBREED, OR CAN HE BECOME THEIR SAVIOUR?
A COMBINATION OF STRATEGY ELEMENTS AND ARCADE-STYLE ACTION MAKES THIS A GAME OF UNCOMPROMISING CHALLENGES, VARYING EVERY TIME IT IS PLAYED.
Clive Barker's NIGHTBREED TM & © 1990 Morgan Creek Productions. All Rights Reserved.
ATARI ST
CBM AMIGA
PC
ocean
OCEAN SOFTWARE LIMITED
6 CENTRAL STREET · MANCHESTER 12 5NS
TEL: 061 832 6633 · FAX: 061 8340650

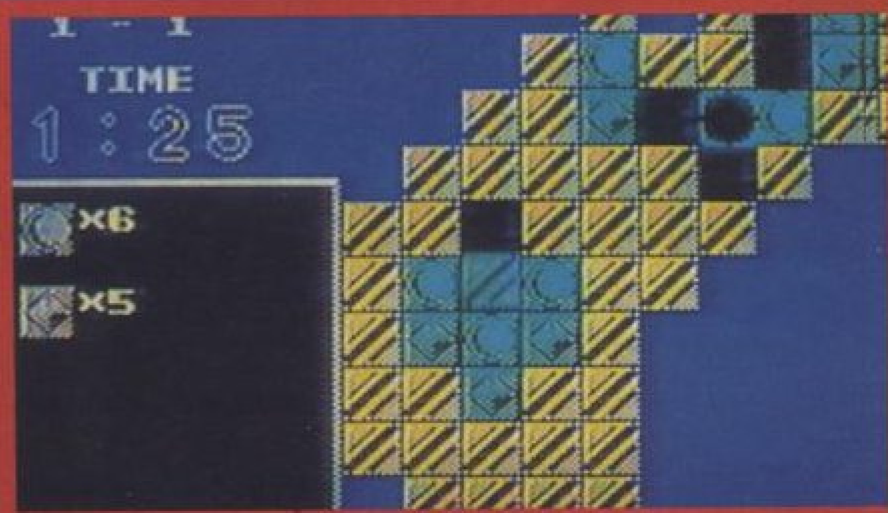

THE ARCADE EXPLODES!
ATARI ST
AMIGA
IBM P.C .AND
COMPATIBLES
AMSTRAD CPC
SPECTRUM
COMMODORE 64
SEGA
FIRE & FORGET
THE DEATH CONVOY
II
As the pilot of an all powerful combat vehicle, you are engaged in the hot pursuit of terrorists. Go into combat and be confronted by enemies as different in their appearance as in their combat techniques.
The ability to take to the air will be your strength, use this to outmanoeuvre the enemy.
Pick up weapons, ammunitions and fuel. You'll have to work your way through the entire convoy and destroy the leading vehicle, before the ULTIMATE EXPLOSION.
NUCLEAR threat ... Stop. DESTROYER CONVOY detected .. Stop. Wipe out the TERRORISTS .. Stop. Scientists in DANGER .. Stop. IMMEDIATE ACTION .. End of transmission.
QUICK REFLEXES, SPEED, INGENUITY AND NERVES OF STEEL ARE REQUIRED TO OBLITERATE THE OPPRESSOR.
SUPER FAST 3D ACTION.
15 INGENIOUS MUSICAL SCORES.
50 DIFFERENT TYPES OF ENEMIES.
5 SQUAD LEADERS TO DESTROY.
BONUS LEVELS
A MULTITUDE OF ARMS AND AMMO
LAND AND AIR COMBAT.
A FABULOUS ADAPTATION OF THE ARCADE GAME
TITUS ARCADE
4TH STANNETS. LAINDON NORTH TRADE CENTRE.
BASILDON ESSEX. SS156DJ. PHONE: (0268) 541126

BRAIN BLENDING

● PUZNIK

Ocean *is* exercising the grey matter at the moment, following *Plotting*, another puzzle game is due for release very soon. Called *Puznik*, it's a coin-op conversion and, like *Plotting*, the objective is to clear each level of the coloured tiles. Blocks are vanquished from the playing area by bringing two or more tiles of the same colour into contact. Now, that's easy enough, but on higher levels, you have to bring three similar blocks together at once to make them disappear!
Virtually finished, find out how the CRASH teams's brains fare against *Puznik* in the review next month!!





BEATING BEAST!

● SHADOW OF THE BEAST

Originally published on the Amiga, **Psygnosis**' *Shadow of the Beast* was reckoned to be unconvertible. However, plucky software house **Gremlin** said 'Yaa, boo, sucks!' to that and promptly began translating it to the Speccy! Hurrah! *Shadow Of The Beast* is the heart-rending story of a human child being kidnapped by evil **Beast-Mages** and being transformed into a creature of fearsome power, agility and strength. For years the beast child serves the Beast-Mages, but one day he stumbles upon the awful truth. In a fit of rage he swears to destroy the Beast-Mages and regain his humanity.

You take control of the beast as he travels the land of the Beast-Mages searching for a way to kill his worst enemies. But life is never easy: the Mages have sent out their most savage guardians to stop him. Revenge however is all that's on his mind as he fights the minions and dodges the cunning traps of the horizontally scrolling scenery standing between him and the objects of his anger. This beastly concoction hatches in October.





COWABUNGA



● TEENAGE MUTANT HERO TURTLES

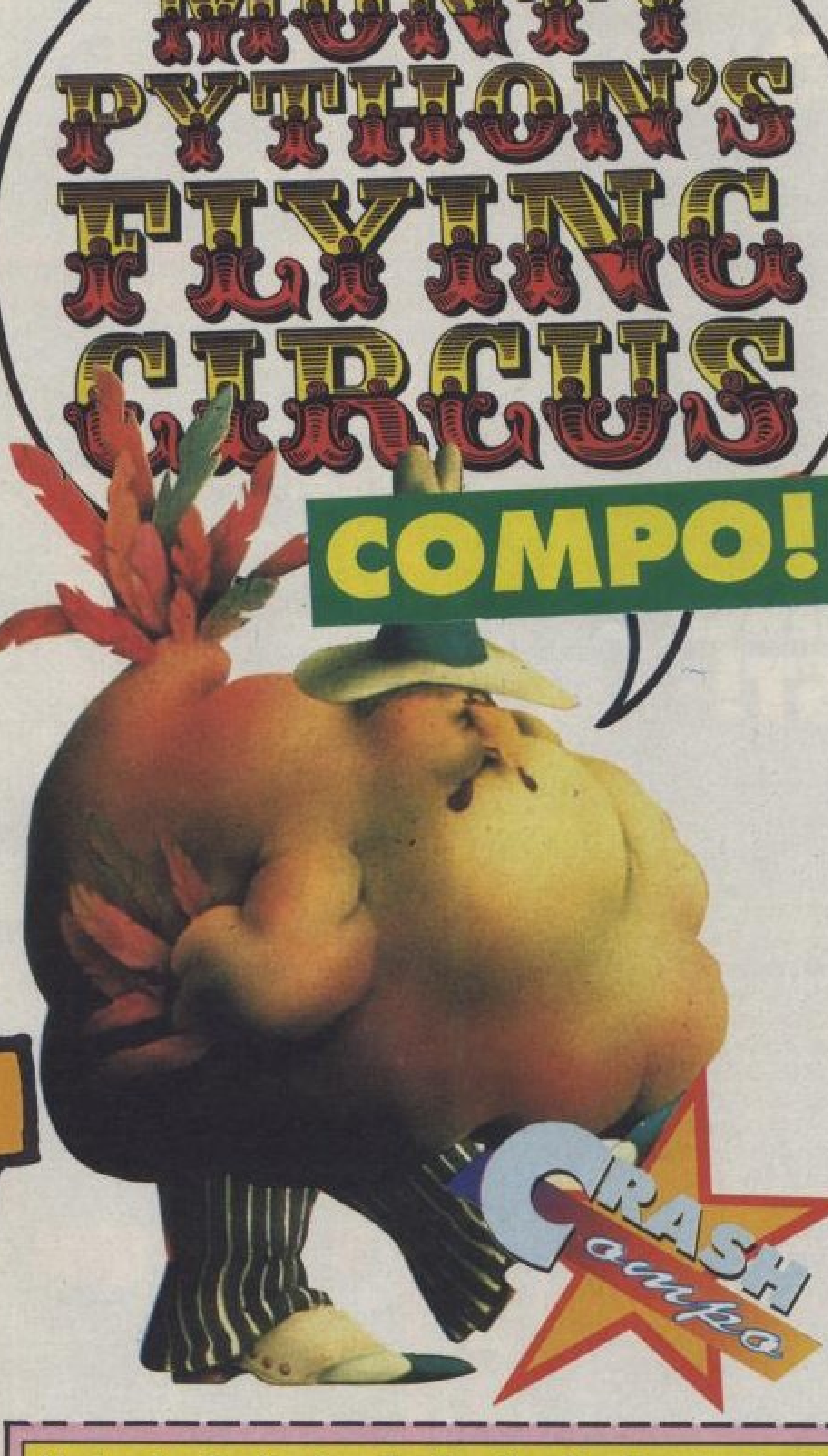
It's them! Yo! They're heading for the Speccy — it's the (yayyy!) turtles! The whole country's turning turtle at the moment and you can't walk into a shop without being accosted by some piece of turtle junk, erm...merchandise. But, it's the computer game we're interested in here, and this is what it's all about! **April O' Neil**, a TV reporter, has been kidnapped by the evil **Shredder** and his **Foov Clan**. Enter the half-shelled heroes **Raphael**, **Leonardo**, **Donatello** and **Michelangelo** who descend into the sewers in search of Shredder's lair and discover April's whereabouts. All four turtles can be controlled, but only one at a time, so when one turtle's energy is low you switch to one of the others. While dazzling Shredder's minions with a display of martial arts prowess, pick up icons that help you on the way. Extra energy in the guise of **pepperoni-and-cheese pizza** and more powerful weapons help no end in your fight for truth, justice and the turtle way! *Teenage Mutant Hero Turtles* stick their necks out in November from **Image Works**. Altogether now: ***Cowabunga dudes!!!***

Start saving your loot: winter approaches and we'll be titillating you with more coming-soons next CRASH!



win! win! win!

MONTY PYTHON'S FLYING CIRCUS COMPO!



★ **WORDS TO FIND**
MONTY
VIRGIN
SPANISH
PYTHONS
PARROT
INQUISITION
FLYING
SPAM
GUMBY
CIRCUS
CHEESE
DEAD

M	L	A	D	N	S	O	E	U	T	D	R	S	N
V	O	Y	N	I	T	G	B	M	S	G	N	O	S
I	R	E	O	T	Y	U	S	S	U	I	I	L	T
P	S	N	S	P	A	M	U	U	Q	T	T	I	O
T	A	M	N	E	P	B	C	Y	I	T	H	O	A
O	P	V	O	C	E	Y	R	S	D	Q	S	N	D
R	M	I	H	N	R	H	I	P	A	R	R	O	T
T	N	G	T	I	T	U	C	A	E	F	R	S	E
A	P	I	Y	C	Q	Y	I	N	D	L	R	I	F
P	S	N	P	N	I	G	R	I	V	Y	O	N	P
F	L	Y	I	N	G	G	N	S	I	N	P	K	A
P	I	H	S	N	A	P	S	H	A	P	T	O	R

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★ WIN PYTHON VIDS!!
★ WIN PYTHON GAMES!!
★ WIN VIRGIN T-SHIRTS!!

It's a *Monty Python's Flying Circus* compo to celebrate the launch of Virgin Games' **crazy new release based on the nutty TV shows! Loads of prizes must be won... Erm, hold on, a couple of odd looking people are coming into the compo. Who are you? This compo didn't expect any visitors! '*Nobody* expects the Spanish Inquisition: our key weapon is fear... fear and surprise. Ummm, our *two* key weapons are fear, surprise... and ruthlessness, no, that's our *three* key weapons!'**

Be off with you! Right, the prizes are... (Ching!) 'Excuse me miss?' **Whaddya mean, miss?** 'Erm, sorry I had a cold. Ay bought this 'ere parrot not twenty minutes ago from this very compo...' **Yeah?** 'Well, it's dead!' **Dead? Whaddya mean, dead?** 'Dead! Demaysed! It has passed on!' **Naaaa! It's paynin' for the fjords!** 'Paynin' for the fjords?!! What kaynd o' talk is that?' **Quick talk, now kindly leave this compo!**

Oh dear, this *is* going to be a difficult compo — the TV show was so full of very strange characters, you'll find 'em all in the game, and they all want to get in on the compo! 'I never wanted to be a compo prize, I wanted to be a LUMBERJACK!! Ohhhhh, I'm a lumberjack and I'm okay, I sleep all night and I work all day, I chop down trees...' **SNIP! You're not a lumberjack, you're a compo prize so pipe down! And the first prize is the complete set of** BBC Video**'s four *Monty Python's Flying Circus* videos (taken from the second series), a copy of the** Virgin **game and a snuggly** Virgin **t-shirt!**

But that's not all! No siree, there are four second prizes up for grabs too — a *Monty Python* video, a copy of the game and a t-shirt. Plus 20 copies of the game for runners up!!! More prizes than you could slap a fish at!!

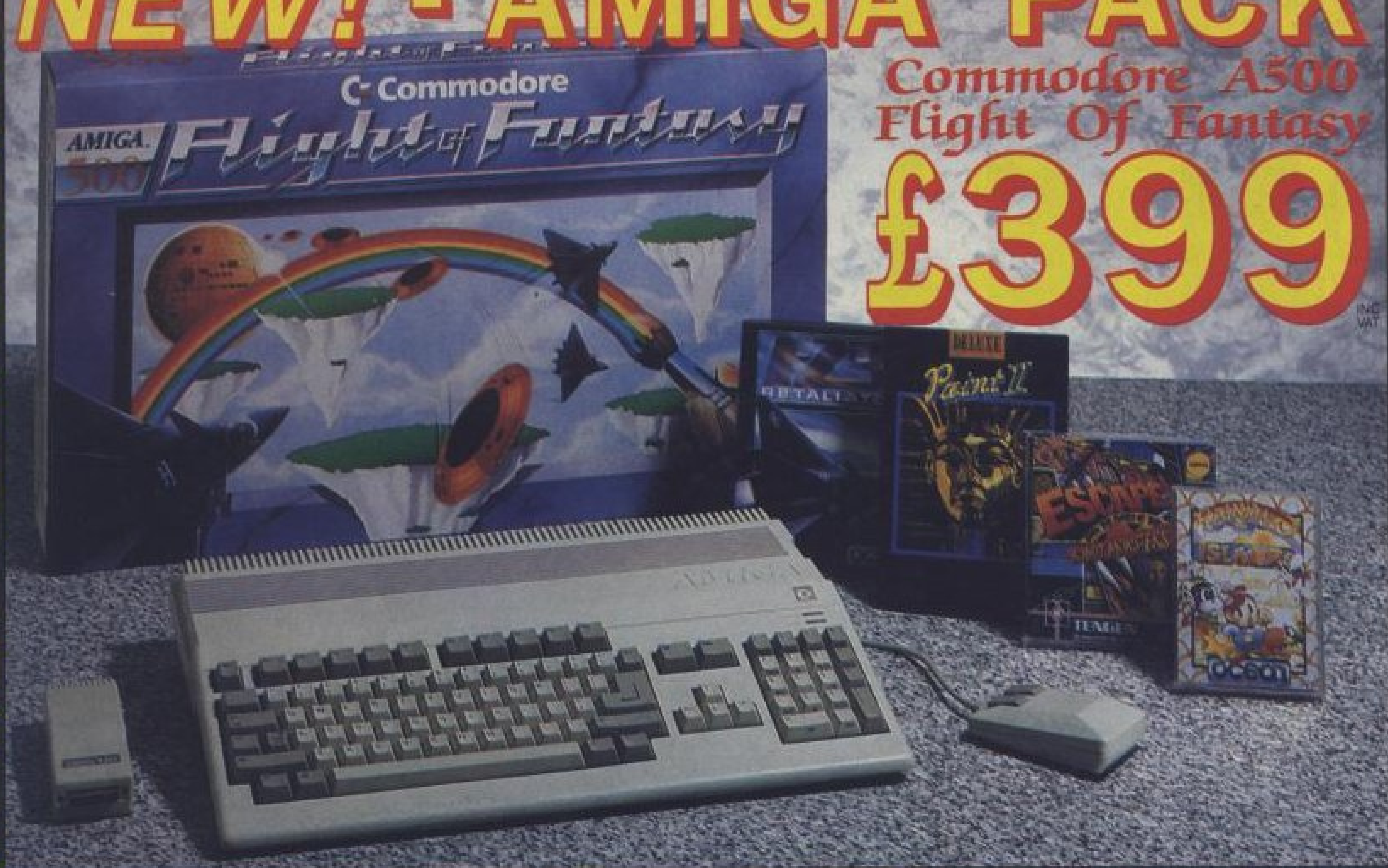
To be in with a chance of winning one of the whizzo prizes on offer put all this nonsense out of your head and get thinking, because there's a word search to solve. There are 12 words to find — the list is by the box — and when you find one ring it, and when all 12 have been found fill in the coupon, snip it out (or make a photocopy) and send it to: NEWSFIELD, MONTY PYTHON'S FLYING COMPO, CRASH, LUDLOW, SHROPSHIRE SY8 1JW. Entries here by October 18 because, well, it's the closing date y'see.

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NEW! - AMIGA PACK

Commodore A500 Flight Of Fantasy

£399 INC VAT



A500 BATMAN PACK



The Commodore A500 Batman Pack must surely rank as one of the most popular computer packs ever! The pack features the **Commodore Amiga 500 computer** with **mouse controller** and **TV modulator**, plus four top software titles. The software includes: **'Batman The Movie'** - Rid Gotham City of the cunning joker, in Ocean's top selling title based on the blockbuster Batman film; **New Zealand Story** - high quality conversion of the leading arcade game; **Interceptor** - Dogfight with two F-16's in this leading flight simulator; **Deluxe Paint II** - top quality Amiga graphics package which set the standard for others to follow. Return the coupon for further details.

PACK INCLUDES:

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A520 TV Modulator	£24.99
Batman The Movie	£24.95
New Zealand Story	£24.95
Interceptor	£24.95
Deluxe Paint II	£49.95
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Less Pack Saving:	£150.78
PACK PRICE:	**£399.00**

£399 INC VAT

AMIGA 2000



For the more serious or professional applications user, Commodore have a selection of systems based around the expandable Amiga 2000, at prices from £1295+VAT. The A2000 features a full 1Mb RAM (expandable to 9Mb), 9 system expansion slots, plus IBM compatibility with the use of PC-XT or PC-AT bridgeboards. Complete and return the coupon, putting a tick in the A2000 box, for details of A2000 computer systems.

£1295 +VAT= £1489.25

FLIGHT OF FANTASY

Flight of Fantasy is the very latest Amiga 500 pack from Commodore, featuring BRAND NEW software releases, to make this the most spectacular A500 pack ever! The pack features the Amiga 500 computer with mouse controller and TV modulator, as well as four top software titles. These include the following:

DELUXE PAINT II:

The high quality graphics program that set the standard for other Amiga art packages. Deluxe Paint II includes powerful, easy to use tools that bring out the artist in you. Create masterpieces, presentations, 3D perspectives or just doodle.

ESCAPE / ROBOT MONSTERS:

Here's something completely different - a science fiction story with comic book style graphics. Our heroes Jake and Duke are on the Planet X rescuing Humans who have been captured by the Robot Monsters and forced to create an evil Robot Army to DESTROY EARTH! Jake and Duke fight their way through hordes of evil Robots to help the Humans escape.

RAINBOW ISLANDS:

Slip on your magic shoes, practise throwing a rainbow and you're ready to go island hopping. From the Island of Doh to Monster Island, you will encounter Doh himself, stinging insects, lethal combat machines, mechanical assailants, the formidable beings of legend and folklore. Finally enter the world of darkness and its inhabitants.

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PACK PRICE:	**£399.00**

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Mr/Mrs/Ms: .... Initials: .... Surname: ....

Address: ....

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Which computer(s), if any, do you own? .... A2000 ☐

E&OE - Advertised prices and specifications may change - please return the coupon for the latest information.

LIVE CIRCUIT

Reading The Release Schedule, a regular feature in *Computer Trade Weekly* (the industry organ), I was shocked to discover there are only *11* Spectrum products to be released between August and October, and just seven of those on +3 disk also! And more shocked that *59* games are to appear for the Amiga in the same period. Are you shocked? I'm so used to the notion of the Spectrum having the most product. But then, it's you, the buyers, whom the software houses cater for. Are *you* happy with the amount, and style, of software being released — if there was more product, would you buy it? What sort of software do you want to buy? Or have you given up? I want to smell burning paper across the country as your pens scribble your thoughts on the subject. Get your letters to me at: NEWSFIELD, LLOYD MANGRAM'S FORUM, CRASH, LUDLOW, SHROPSHIRE SY9 1JW. **A £40 software voucher awaits the writer of the best letter!**

PACKAGE PLEA

Dear Lloyd
We all hate piracy and the one thing to defeat it is marketing. Having spent £10, what do we get apart from a good game? You look around the shops at records. The sleeves look good and tell you about the product. We must have more info about the game with it and more attractive and neat boxed-cassette holders with it. So come on software houses!
Phil Wain, Northampton NN2 6JU.

**I've cut most of Phil's letter because it was going over old themes, but his point regarding packaging is worthy of note. Buyers do get extra value for money from additional sleeve notes or freebies within the packs, making the product appear a better buy than just a box, inlay and cassette. C'mon software houses — include details of the programmers, anything that makes the package a more essential thing to have — if you're pushing out just a game in a box, what's to stop people pirating? They won't miss out on anything.
LM**

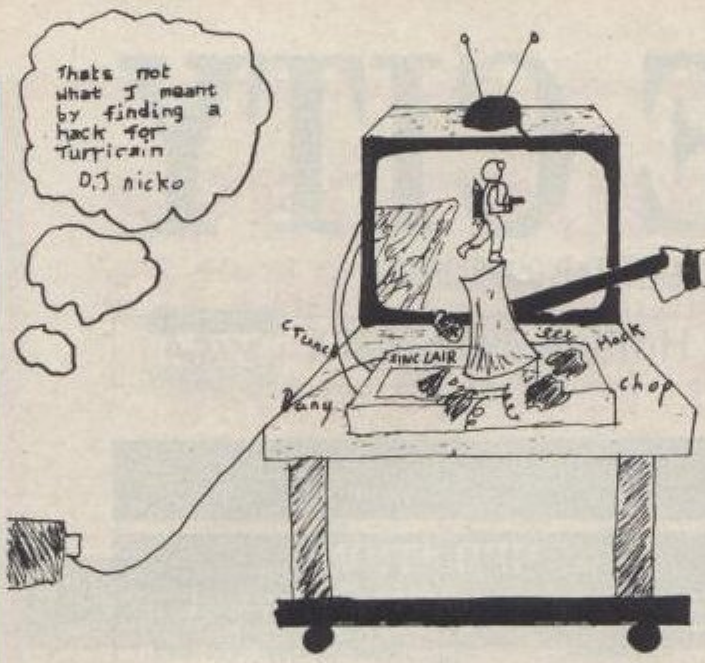


Ho! Ho! Nicholaas Cotton has just won a game!!

MAY NOT RELEASE

Dear Lloyd
Why, oh why do software companies say May Release for a game and then it comes out in June or July? This really annoys me. For two or three months before they release a game it is advertised and us poor buyers





Chortle! Alee Borrows from Epping, Essex gets a prize with this rib-tickler!

get all excited for a good game. We wait a long time, buy it and then it's rubbish! Pathetic graphics, poor sound and quality, the lot.
Scott Woodrow, Romsey SO51 8QD.

You old misery guts! Advertisements for games are usually booked many months in advance — here in the CRASH office it's mid-August and software houses are booking ads for games they hope to release at Christmas! In the time between booking an ad and releasing the game, a lot of things may go wrong which can result in it being delayed. It's not done on purpose and all advertisers try to be as up-to-date as possible.
LM

ROCKFOLLIES

Dear Lloyd
This message is to all people stuck on my brother's game *Rockfall*. Firstly, I would like to point out that all levels are possible as they have been tested. (Check out playing tips if you're *still* stuck — LM).
Secondly, my brother's plea in June about readers creating *Rockfall 2* was not heeded, and I've received only four levels — I need 28! More please! Check out the details in **CRASH** June forum, and send them to: **Rockfall 2 Levels, Andrew Collier, 57 Wyndham Ave, Bolton BL3 4LG.** Please enclose a stamped addressed envelope if you want a reply or your entry to be returned. A few extra points on the size and composition for when you're putting your designs on paper: The size is 32x64 blocks, including the outer wall. Having to collect 99 diamonds should be avoided if possible otherwise it gets boring. Even only one diamond to collect could work! Levels with the centre of attraction being the author's initials will be filed in the waste paper basket. Don't be offput, it's quite easy!
Andrew Collier, Bolton

UNBELIEVABLE!

Dear Lloyd
I couldn't resist writing to you to say thank you very much to everyone in producing **CRASH**, you've made me and my children very happy. I bought my 48K Spectrum over five years ago and I managed to build up a collection of about 50-60 games tapes of various types, mainly budget as I was on a low income and couldn't afford to buy many expensive tapes.

In early 1988 I moved house and unfortunately lost most of my tapes. I was grief stricken as all my favourite games were among them. Being very disheartened I put my Speccy away.

About four months ago my children told me about these computer magazines they had seen in the newsagents with free games tapes. I couldn't believe it at first so I went to look for myself, I spotted **CRASH**. I bought a copy and I'm very glad I did.

I found the games were terrific (I loved *Kemshu*) and the reading was interesting and fun, on the whole it was very good value for money. I was overjoyed to find that not only was it possible to buy back copies of this great mag but some of the tapes contained games from my original collection so I immediately sent off an order for some back issues. I'm now totally hooked and will always buy **CRASH**, I'm still on a low income (due to being a single parent) but thanks to you I can now begin to build up my collection again. I am one very happy and grateful lady. My children also love the games so they too are happy. So I would like to send a big kiss to everyone on the **CRASH** team from us and a big thank you to all. Keep up the good work!
Mrs C Bellamy, Huntingdon.

Ching! Another satisfied customer! And thanks for thoses kisses!
LM



Haw! Haw! Matthew Holt from Reading has scooped a prize!

MORE JAPERY THAN EVER BEFORE!!

BUG BOX

This month we wave a tearful goodbye to the titter-filled Cartoon Corner and welcome back the crazy world of the **Bug Box!!** The advantage is that loads more cartoons can be printed and, so now, even more prizes can be given away! The prize for any cartoon published is a **FREE** game! Don't delay, get your chortle inducing cartoons in the post today! Send your scribblings to:
NEWSFIELD, BUG BOX, CRASH, LUDLOW, SHROPSHIRE SY81JW



Tee hee hee! A prize is winging it's way to Barry Sutton from Stanley Common, Derbyshire!

BLEE! 16K!

Dear Lloyd
I have a 16K Spectrum, and I can't get games for it. So, does anyone have some games they would like to sell in my area? Could CRASH put any 16K games on the tape?
S Bodycote, 2 Lamberd Avenue, Shepshed, Loughborough Leicestershire LE12 9QH.

The only 16K game I can

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CRASH OCTOBER

EUROPEAN ORDERS MASTER CARD EUROCARD ACCEPTED



remember vividly was *Sir Lancelot*, that was about six years ago and, sadly, we can't feature it on the tape. You may be lucky to find it in a bargain bucket at your local shop, but it really is time to upgrade!!
LM

WHERE IS BROS?

Dear Lloyd
Can you please tell me where I can get hold of a copy of *Mario Bros* and *Super Mario Bros*. Help!
Kristen Dyer, Surrey.

***Mario Bros* was published by Ocean a few years back, you could write to them and ask if it's still available. *Super Mario Bros* is not available on the Speccy, nor is it ever likely to be as Nintendo, the game's coin-op and consoles publisher, is very strict on copyright.**
LM

FAVE RAVES!

This month's raver is **James McConnell** from Belfast, and here is his list of the top five games to get into on the Speccy! What are your five favourite games? Put pen to paper and send your hit parade to the usual address.

1. FANTASY WORLD DIZZY (CodeMasters)
Cheap, cheerful, colourful! Wonderful soundtrack and well designed screens. What more do you want? (Apart from Dizzy 4!)

2. BATMAN - THE MOVIE (Ocean)
Okay, so it's in monochrome, but the graphics are highly detailed. Very playable. But perhaps a bit too easy?

3. OPERATION THUNDERBOLT (Ocean)
In my opinion, better than the arcade. The scrolling on the 3D sections is superb — the coin-op's animation was jerky.

4. CASTLE MASTER (Domark)
Bigger and better than the other Freescape games. The graphics are more recognisable than in, for instance, *Darkside* which was brill.

5. GHOULS 'N' GHOSTS (US Gold)
Who cares that the graphics are small? They're pleasing to the eye and well animated. Imaginative monsters and a good range of weapons make it terrific. Not to mention the 128K music...

LIVE CIRCUIT

HELP!!

While some very confused readers are waiting for help! with problems featured last month, here's another plea for help! from Keith Pritchard **from Tamworth. What's up Keith?** 'I'm looking for any MIDI programs for a 128K Spectrum, and if anyone can give me help regarding MIDI I would be grateful.' **Do you know about MIDI and think you could spare some time to help Keith? Drop him a line at:** Mr Keith Pritchard, 115 Medway, Belgrave, Tamworth, Staffordshire B77 2JW. **When you do write, please print clearly as Keith is partially sighted. Don't forget if you need help! or can help! somebody else, write to** CRASH **as soon as you can!**

GOLDEN CAT & MOUSE MOMENTS

● Would ya credit it? The irresistible dynamite duo, **Tom and Jerry**, are currently celebrating their 50th birthday! Crikes! To mark the occasion **MGM/UA Home Video** has released a video compilation of the pair's best adventures, and completely hilarious they are too! A snip at £9.99, *Tom and Jerry's 50th Birthday Classics Vol. One* brings you 56 minutes of action and the chance to join the **Wild Cat Club**! It's out now, and *Vols Two* and *Three* are released in October and November respectively. So, why is **CRASH** telling you this? Is there a game on the way? Nope. We just adore Tom and Jerry.



MORE FUN FAIR

● Bargains a plenty, as usual, are to be had at the next two **All Format Computer Fairs**. The dates for your diaries are: November 4, and December 15 and the place to be on those dates is the New Hall of the Royal Horticultural Society, Greycoat and Elverton St, Westminster, London. The show opens at 10am and it costs £3 to get in.

ACTIVISION

CHEERIO ACTIVISION!

● **Activision** UK is to release just two more Speccy games before it says goodbye to the Speccy world forever; and goodbye to the Amstrad, C64, ST and Amiga world too. Employing 34 staff not long ago, Activision will be drastically slimmed down to a two-person operation dealing in the distribution of Nintendo and PC products. Mmmmmmm (maybe it should have advertised in **CRASH** a little bit more). But before it goes on said diet, the two games up for launch are *Dragon Breed* and *Atomic RoboKid*.

Dragon Breed from the **Irem** coin-op, is the story of a young King called Kayas and his huge fire breathing battle dragon. It would seem that Kayas' kingdom has been invaded by myriad nasty alien creatures. So the good king and his unusual steed take it upon themselves to kick ass. The game splits into six levels full of bloodthirsty aliens. Our lad sits astride the dragon and is capable of firing his little gun in five directions, whilst the dragon breathes flaming bolts from its mouth and is able to shield Kaya with its tail. November is the release date, watch out for a preview very soon.

Popping up in November is *Atomic RoboKid*. The hero of the title is a state of the art robotic war machine just graduated from the Universal University of Space Combat. His first mission is to travel deep into enemy territory and destroy everything that gets in the way (sounds like a good simple plan). You control Robo as he travels through 21 levels collecting add-on weapons while frying alien scum. Robo has two modes of locomotion: flying or walking and can inflict as much damage in either mode. And collect as many weapons as possible 'cos every third level pits you against a terrifying end of level creature. Again watch out for a preview soon.

+HI-FIRE!+

Gotta high score? We want to know about it! This is Hi-Fire, where you can announce your high score to the Speccy universe! Every month we'll be pulling a name from the Hi-Fire hat and awarding the lucky scorer £40 worth of software!! So, play mean and get yourself a high score and send it, with a photo of yourself, to: NEWSFIELD: HI-FIRE, CRASH, LUDLOW, SHROPSHIRE SY8 1JW!!

KEMSHU
52840 Hazel Kirby, Hitchin SG4 9EP

SUPER STUNTMAN
547360 Chris Noble, Bradford BD15 0EY
129570 Richard Barker, Leicester LE2 4SG

CRAZY CARS
6484650 S Lawley, Doncaster DN12 2DR
6127250 Chris Noble, Bradford BD15 0EY
5550040 SImon Price, Birmingham B36 8JS

RAINBOW ISLANDS
2106900 Ronnie Dowse, Scunthorpe DN17 1SU
805370 Tim Stevens, Derby DE7 3GA
630360 Mark Williams, Cambridge CB4 5QN

OPERATION WOLF
698487 Anthony Coughlan, London E11 3PE
614026 Mark Williams, Cambridge CB4 5QN
588791 Andrew Dungey, Penryn TR10 8QJ
520300 John Adams, Easrkillbride G758XG
511422 Jason Graham, Antrin, N.Ireland

POWER DRIFT
3199422 Tim Stevens, Derby DE7 3GA

CHASE HQ
18185255 Matthew Pye, Shrewsbury SY2 5QU
12636511 Andrew Kettle, Stafford ST17 4RZ
11698474 Ronnie Dowse, Scunthorpe DN17 1SU
7585732 Andrew Dungey, Penryn TR1-8QJ

SURFACE TENSION
3101000000 Matthew Pye, Shrewsbury SY2 5QU
2857000000 Jonathan Roche, Wirral L49 0TA
2759000000 S Lawley, Doncaster DN12 2DR
274000000 James Smith, Stanford in the Vale SN7 8LY

BOMB JACK
210650 James Smith, Stanford in the ValeSN7 8LY

THE UNTOUCHABLES
134950 Jonathen Roche, Wirral L49 0TG

ENDURO RACER
1012399 Simon Price, Birmingham B36 8JS

IKARI WARRIORS
81598800 Richard Barker, Leicester LE2 4SG

IMPOSSAMOLE
278106 Chris Embery, Leyland PR5 1YD

EXOLON
2084250 Andrew Kettle, Stafford ST17 4RZ
311200 Chris Embery, Leyland PR5 1YD

OUT RUN
491325 Anthony Coughlan, London E11 3PE

ARKANOID
133360 • Hetherington, Darlington DL3 9QH
97940 L Hetherington, Darlington DL3 9QH

INTERNATIONAL KARATE
51600 Saad Saeed, South Harrow HA2 8RD

1943
550440 Anthony Andrews, Bromley BR2 8AP

So, who's this month's lucky high scoring hero? It's Andrew Kettle from Wildwood, Stafford!! Yippee!



RAZE



How titterful! DJ Nicko in RoboSlob! Haw! Haw! Congrats to Jason Smallwood from Leeds — your pic's just won you a free game!

CRASH GETS NEW SISTERS!

● From the belly of the heeeuuuge **Newsfield** publishing empire come two new magazines, giving **CRASH** twin sisters. Aw. The first new arrival was launched in July and is called **GAMESMASTER INTERNATIONAL** — the Independent Fantasy Gaming Monthly. Yes, it's for weirdos who enjoy pretending to be trolls, orcs and suchlike. A snip at £1.75 every month, **GMI** brings you all the latest news, reviews and features of all that's hot in the crazy, crazy world of RPGs, FRPGs, PBM, LRP and GURPS (whatever that lot means)! Actually, it's rather good. T'other babe wrapped in swaddling clothes goes under the name of **RAZE** and is all about the brilliant games out on the consoles and swank 16-bit machines. Costing £1.95 every month, **RAZE** is launched September 27, replaces **THE GAMES MACHINE and should shake up the gamesplaying world as it's completely brilliant, and 'cos it comes with four mega posters every month! Coo! Billions of copies of both mags are flooding into the newsagents, but, if they're all sold out before you get a chance to grab, you can obtain a copy, at cover price, from** *NEWSFIELD, Ludlow, Shropshire SY8 1JW*. And mark your envelopes **RAZE** or **GMI**.

DREAMING OF A GOLD XMAS

● Festive spirit abounds at **US Gold** as it announced the star line up for the Crimble season. *Final Fight* stars three guys — Cody, Hagar and Guy — who stalk city streets and kick seven shades of blue out of attacking baddies. Sounds original. *Line Of Fire* is a two-player *Operation Thunderbolt* derivative where you and a pal can grab the Uzis bolted to the cabinet and blast away at the on-screen bad guys. And finally *Eswat* sees you as a member of a futuristic police force stomping around in the latest combat armour and carrying a range of large and very lethal weapons. Remember kids, stay out of trouble.

LIVE CIRCUIT

CHIC SHOW

● **The Chic Computer Club**'s technical and hobbyist computer newsletter/magazine celebrates its 25th issue this month and is celebrating by sponsoring and attending the first **Thames Valley Computer Show** on October 6. The venue is The RG Hall at High Wycombe and promises to have lots to interest the computer hobbyist. Details of the informative newsletter and the club itself can be obtained from: **The Chic Computer Club, PO Box 121, Gerrards Cross, Bucks SL9 9JP.**

GET YOUR GAME ONTO THE CRASH POWERTAPE!

Got a game you've written and would like us to consider for inclusion on the CRASH cover cassette? Then send it to us with this form! We'll evaluate it and let you know whether it's suitable and how much you'll get for your masterpiece if we go ahead.

Name.......................................

Address.......................................

....Postcode.......................................

Telephone (Daytime).......................................

(Evenings).......................................

IMPORTANT!

Please sign this declaration:

This program is submitted for publication by CRASH. It is wholly my/our own work and I/we agree to indemnify CRASH Ltd/Newsfield Ltd against any possible legal action should copyright problems arise. This game is not being considered for publication by any other magazine or software house, and I/we will inform you in writing in the event of this happening.

Signed.......................................

Date.......................................

Remember:we will NOT consider your game if you do not enclose this coupon (or a photocopy)!

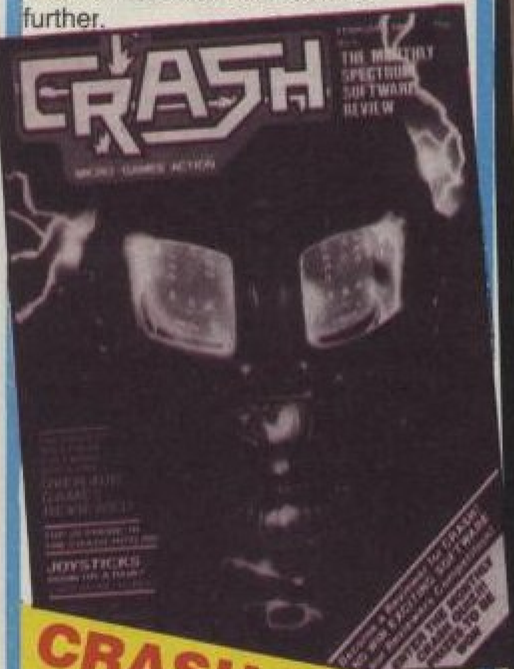
Send the game and coupon to: NEWSFIELD, CRASH POWERTAPE DEPT, Ludlow, Shropshire SY8 1JW

WARNING! SOFT OPTIONS

CRASH regrets to have to advise readers who have ordered goods from **SOFT OPTIONS, 6 Hope Street, Hanley, Stoke On Trent ST1 5BS,** and whose cheques have been cashed with no fulfilment of their order despite complaints to contact their local police, or **PC Stanyer at Hanley police station on 0782 202555, ext 311** who is already dealing with the matter. We also urge you not to place orders with the above company. We apologise to readers who have responded to **SOFT OPTIONS** advertising printed in **CRASH** in all good faith.
Newsfield Publications

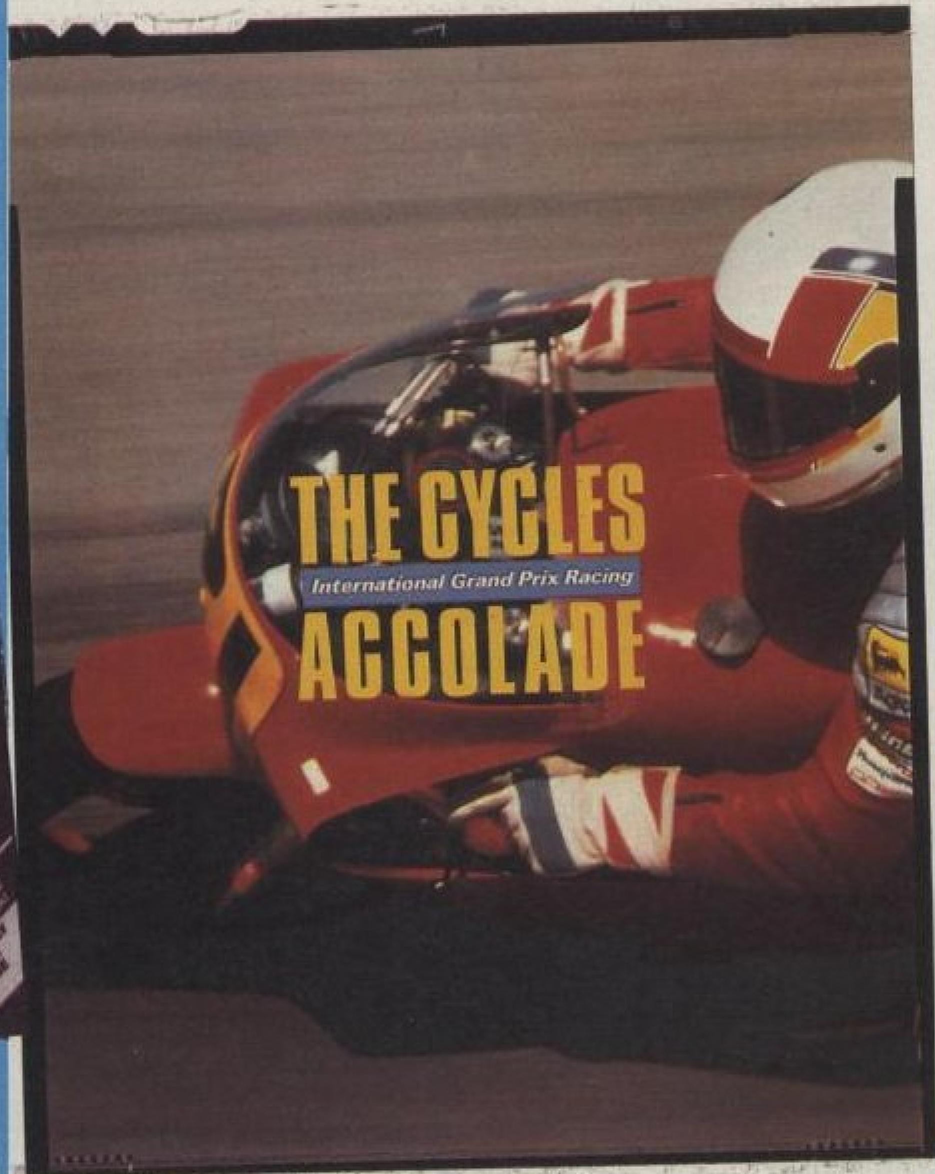
CHEAP STICKS

● **Spectravideo**, the creators of the hugely popular Quickjoy joystick range have announced they will soon be dropping the prices of their complete 11 joystick range. Changes will range between £1 and £10. This is mainly because sales over the last six months have rocketed. So those of you in search of a new stick should look no further.



CRASH IS GREAT

● It was confirmed today that, indeed, **CRASH** is great. Selling almost 62,000 copies every month with a readership of over 200,000 — *200,000!!!* — means **CRASH**'s sales have risen **17%** in the last year! Hurrah! It's not only the great British public who think **CRASH** is skill, the retailers reckon **CRASH** is the tops in the world of Speccy mags too! In a recent **Computer Trade Weekly** feature, **CRASH** was the *only* Speccy mag in a chart listing 'the top 15 magazines read by the retail trade' and the top of the three Spec mags in a chart showing 'magazines aiding stocking decisions'! CTW also commented that the other two Speccy mags were 'disappearing without trace' from the charts, which we thought was jolly funny. Haw! Haw!



COMPO WINNERS

The summer hols obviously left you lot with plenty of time to enter both compos from issue 79 — we had thousands of entries!! Are you one of the lucky prize winners below? Cross your fingers (and anything else, within reason) and read on!!

Accolade **went biking with the** Rev It Up With The Cycles Compo, **and offered a first prize of a Leather Jacket, an incredibly funky pair of day-glo shades and an** Accolade **T-shirt. The winner is** Alan Hughes, Worcester WR 4 9AJ.

LIVE CIRCUIT

Congratulations!! And the ten runners-up who each receive a pair of day-glo shades and a t-shirt are: Neil Beaumont, Peebles EH45 8HJ; Bill Burton, Bromley BR2 0EX; Richard White, Don±aster DN3 2LB; Michael Jones, Birmingham B32 1NA; Richard De Lloyd, Cardiff CF4 1NF; Mark Graham, Perth PH1 1DD; Tommy Vanner, Lisburn BT28 3EB; David Worslet, Bury BL9 7TS; Paul Shorthouse, Newark NG23 6EP; Richard Ray, Birmingham B23 5PE.

The Doodling With Datel Compo **proved to be the scourge of the post room recently, with entries pouring in by the sackload! The winners who receive either the Genius Mouse Art pack or a Music Machine pack from** Datel Electronics **are:** Andrew Ward, Wakefield WF4 5NB; Kevin Dobbie, Morpeth NE61 2UW; James Humberstone, Kirkby-in-Furness LA17 7TE; Adrian Cowe, Huntly AB5 4PU; Robin Green, Wellingborough NN8 2DE; Matthew Williams, Walton-on-Thames KT12 1LL.

Get comping and be in with a chance of winning! See your name next month?

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the page with all things coupé...

Lots of news and plenty of action heading your way if you're a SAM Coupé owner!

COUPÉ GAMES ON THEIR WAY!

And you thought Defenders of the Earth was going to be the only SAM Coupé game released? Here's some good news: software house Enigma Variations is set to put out a bundle of SAM games over the next few months. Hurrah! Better news still is that even more are in the pipeline. For now, here's the low-down on the first batch...

■ Mind Games 1 is a pack of four arcade style games, especially written for the Coupé. They challenge your quick wits and fast thinking rather than an itchy trigger finger! The puzzles and problems will bend your mind: the more you play the tougher they get! Look at the preview shots and wait for the full review next issue.

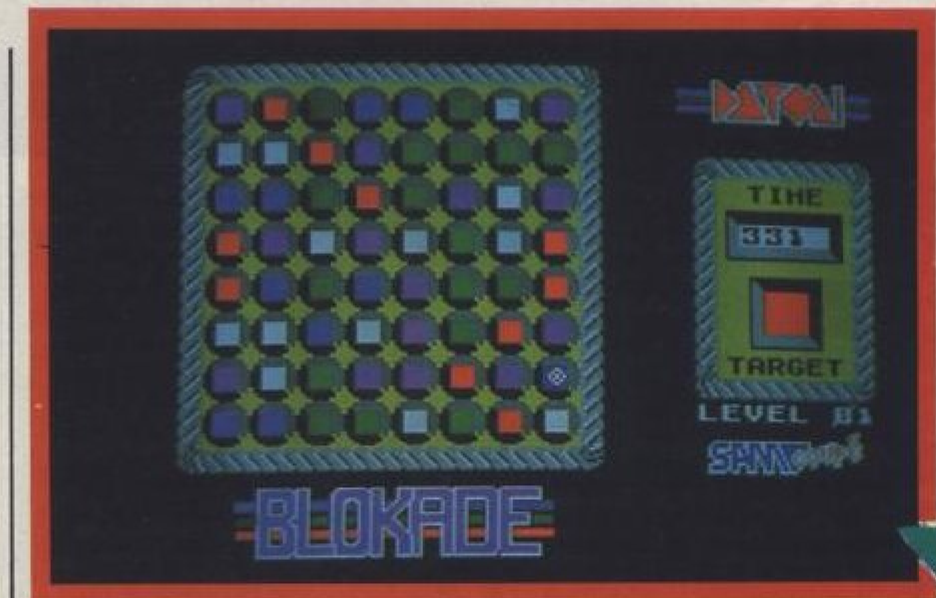
■ The first graphics adventure for the SAM comes alive in The Famous Five on Treasure Island. Based on the Enid Blyton book and officially endorsed by the Blyton Estate, you can play any of the four children or swap between them as you solve the puzzles. While based on a children's book, don't expect the game to be easy: Enigma say it's challenging enough for the most adult of minds and includes over 80 locations and plenty of problems to tackle. Release is set for late September, and Enigma hope to include a copy of the book in the packaging.

■ SAM Multi Pack 1 is a double-play pack featuring two original games by Rob Holman, creator of Defenders of the Earth. Game one is Futureball, a sports simulation set in the future when the game of football has changed dramatically. Lasers, killer robots and deadly traps are all part of standard play in the year 2090. You're a new recruit to the team and play through tough training sessions before being accepted. The other game is arcade adventure SAM Strikes Out and features the SAM robot familiar to all Coupé groupies. Loads of screens packed with weird and wonderful creatures make up the scenery and you have to take SAM across the perilous traps and hazards to safety. The SAM Multi Pack 1 is out in September.

■ In Sphera, Enigma promises a shoot-'em-up to make 16-bit owners jealous! A full-screen vertical blaster, with three layers of parallax and more aliens than you would have thought possible. Hoping to better the classic 16-bit shoot-'em-up Xenon II, Sphera, which is only a working title, is due end of October.

HELP AT HAND

SAM Co, the new company formed by ex-MGT plc directors Alan Miles and Bruce Gordon, has been a great success. The company is committed to continue supporting the Coupé in every possible way and providing advice to anyone who is stuck with a Coupé problem. Alan says 'Almost 3,000 users have replied to our letter mailed out a month ago and the support we're getting from all sides, including software, hardware and repairs is fantastic'. If you want to contact SAM Co, the address to write to is: SAM Computers Ltd, 7 Clevedon Court, Uplands, Swansea SA2 ORG. For the moment SAM Co can only deal with written enquiries, a phone line is to be installed very soon.



ON THE PHONES

Don't forget a dose of help on all things Coupé is available on the SAM Coupé Hotline. Information from Alan Miles of SAM Co offers hints, tips and advice for all SAM owners and there's a new three minute program recorded every week. The number to ring is **0898 299380.** A call to the Hotline costs 38p per minute peak times, 25p per minute all other times.

SOFTWARE CLUB

Not only is Enigma Variations creating a ton of SAM software, it's also forming a SAM Software Club. It's a mail order club which will keep members up to date on the latest releases with a bi-monthly newsletter. A spokesperson for the club said 'The software selected for the club will be the best available and makes proper use of the Coupé's capabilities — we're not going to accept just Spectrum games which run on the SAM!'

Details on the SAM Software Club are available from: Enigma Variations, 13 North Park Road, Harrogate HG1 5PD. Tel: 0432 501595.

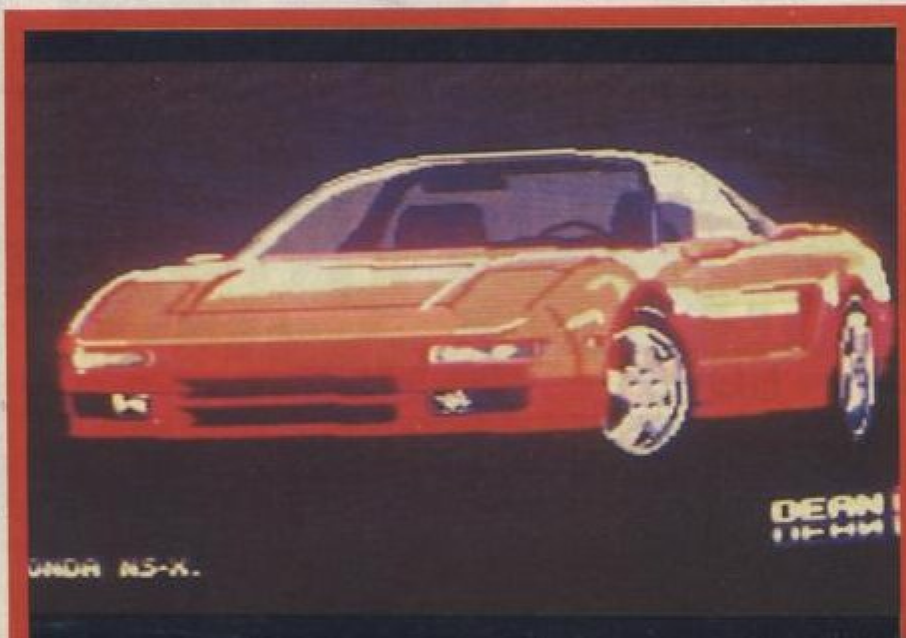
IT'S A GAME!!

While many software houses are still humming and ahhing about producing SAM software, you eager beaver readers have been busy creating your own games! Neil Pointon of Caerphilly sent us his game called Ditchscape and an admirable piece of SAM programming it is too. The game is best described as Pipe Mania viewed in isometric 3D and plays well once you get the hang of it. Neil's selling the game for £3.50 on disk and £3.00 on cassette and you can order it from: Neil Pointon, 31 St Teilo's Way, Watford Farm, Caerphilly, Mid Glamorgan CF8 1FA.

TRANSFER THREE

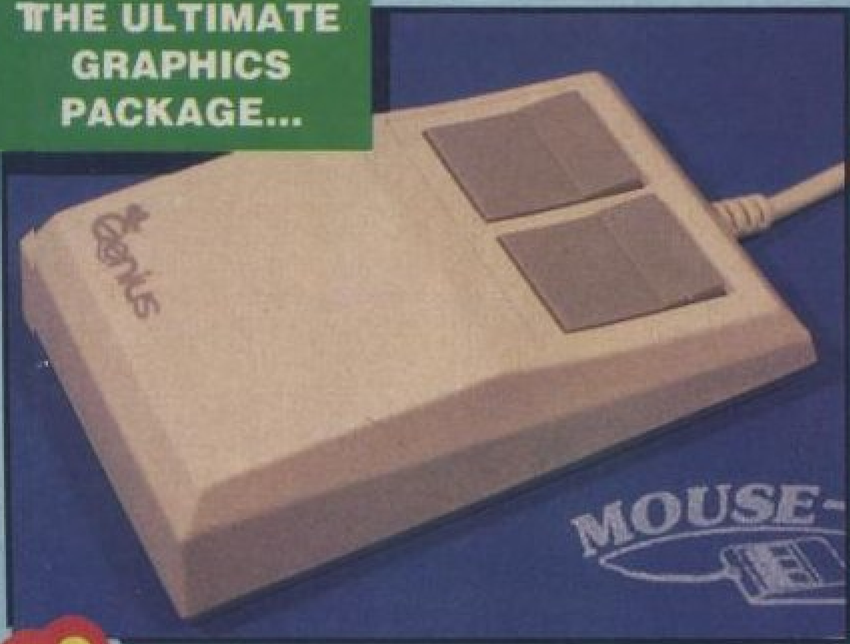
Lerm Software, producers of Speccy and SAM utilities, have released a new version of their transfer-made-easy program SAMtape. SAMtape 3, which allows you to transfer thousands of Speccy programs onto the SAM, has many new features missing from the original. So, what's new? The Snapshot function has been made more reliable: you can now save a screen or whole program to disk. It's compatible with programs produced from the Disciple or Plus D disk drives and also features two loading values to help you load in Speccy programs from tape. SAMtape 3 costs £10.99, and owners of the original SAMtapes can upgrade for £4.50 as long as they send back their original tape. The address to contact is: Lerm Software, 11 Beaconsfield Close, Whitley Bay, Tyne & Wear NE25 9UW.

More up to the minute news on all things SAM next month!



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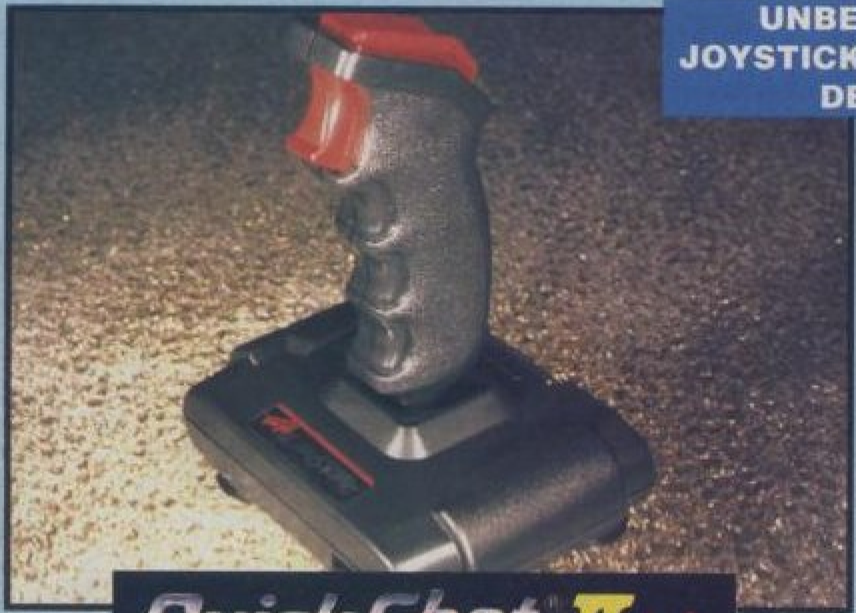


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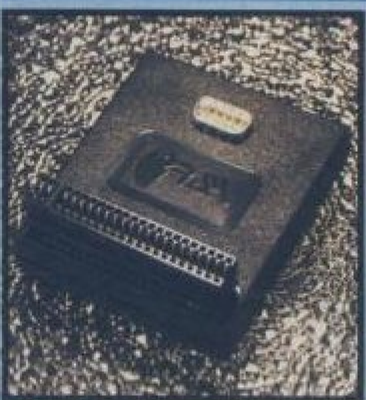
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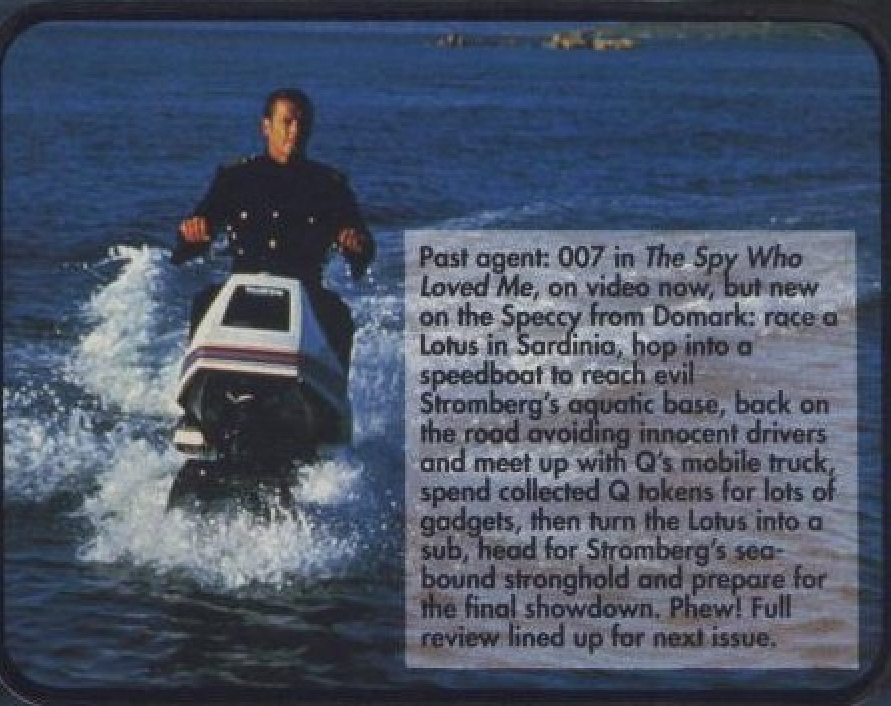
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lights, cameras, action! it's Showtime!



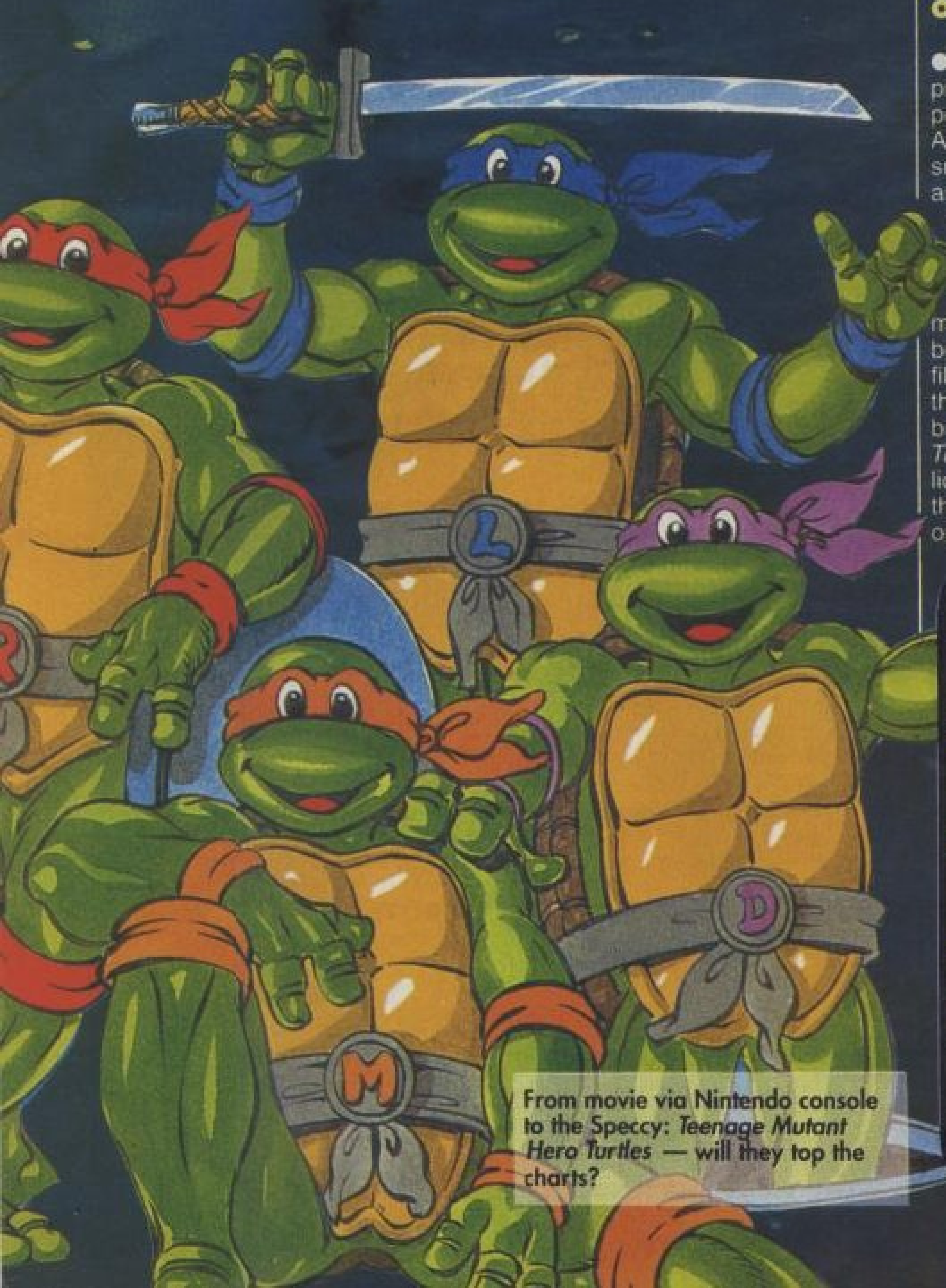
Past agent: 007 in *The Spy Who Loved Me*, on video now, but new on the Speccy from Domark: race a Lotus in Sardinia, hop into a speedboat to reach evil Stromberg's aquatic base, back on the road avoiding innocent drivers and meet up with Q's mobile truck, spend collected Q tokens for lots of gadgets, then turn the Lotus into a sub, head for Stromberg's sea-bound stronghold and prepare for the final showdown. Phew! Full review lined up for next issue.

Hollywood! The glamour! The showbiz! Lots of money! There's a load of box office hits doing the rounds all hoping to be 1990's box office smash! And don't software houses know it! Out go the cheques, in come the licences and here come the games! 'Pass the popcorn' pipes Oliver Frey...

● Films are BIG business — producers don't count like normal people — they count in millions. Ask them how much their recent smash pulled in at the box office and they'll answer something like 80. What, 80p? £80? No, they're talking £80,000,000!!!! You could subscribe to CRASH for, um.. five million years for less!! But, if money's there to be made, they'll be making and raking it. And the film that's expected to wipe out the rest this Christmas is the brilliant *Teenage Mutant Hero Turtles*. **Image Works** has the licence for the game, due to hit the shelves the minute the film opens.

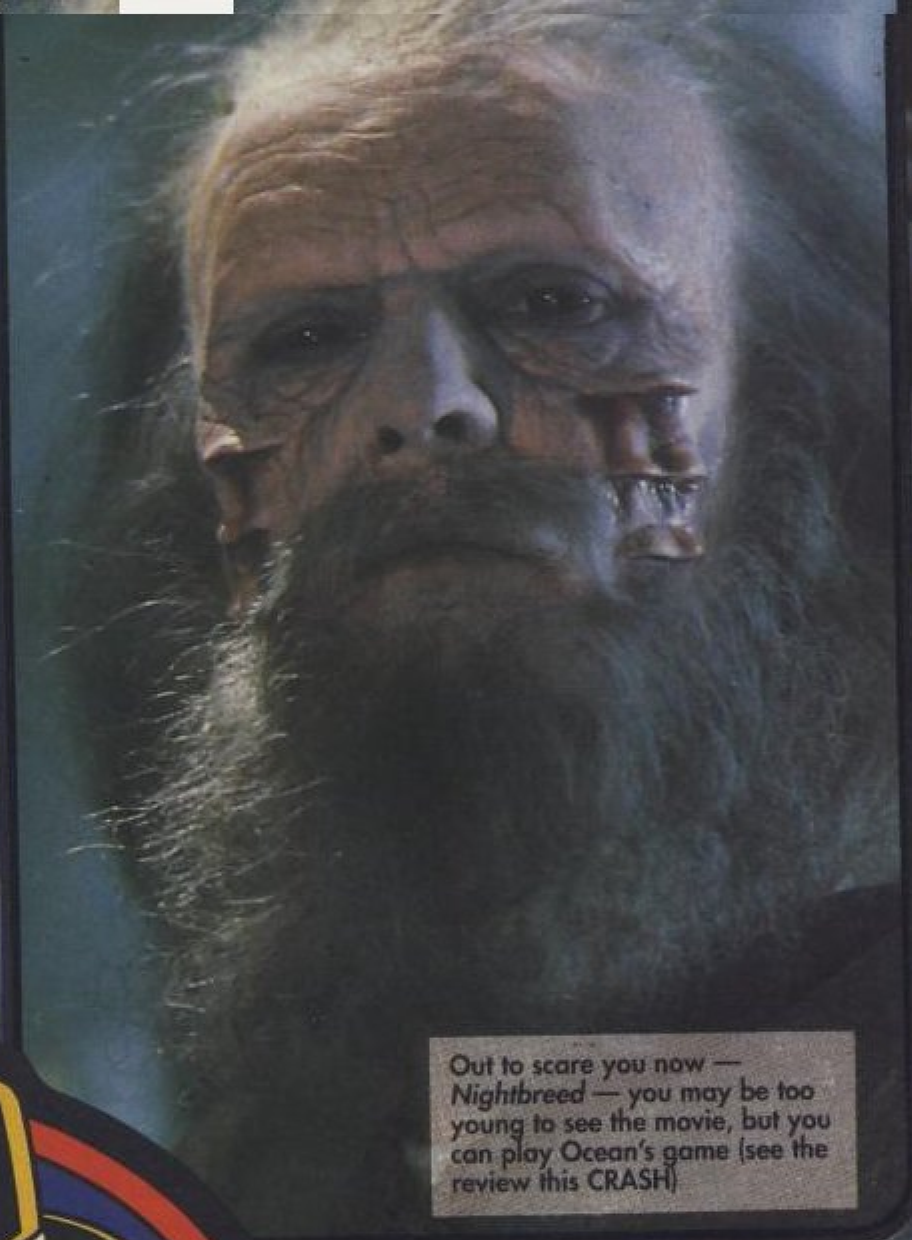
Why this jumping on the bandwagon?
Money is the answer, of course. Next to coin-op conversions, film





From movie via Nintendo console to the Speccy: *Teenage Mutant Hero Turtles* — will they top the charts?





Out to scare you now — *Nightbreed* — you may be too young to see the movie, but you can play Ocean's game (see the review this CRASH)



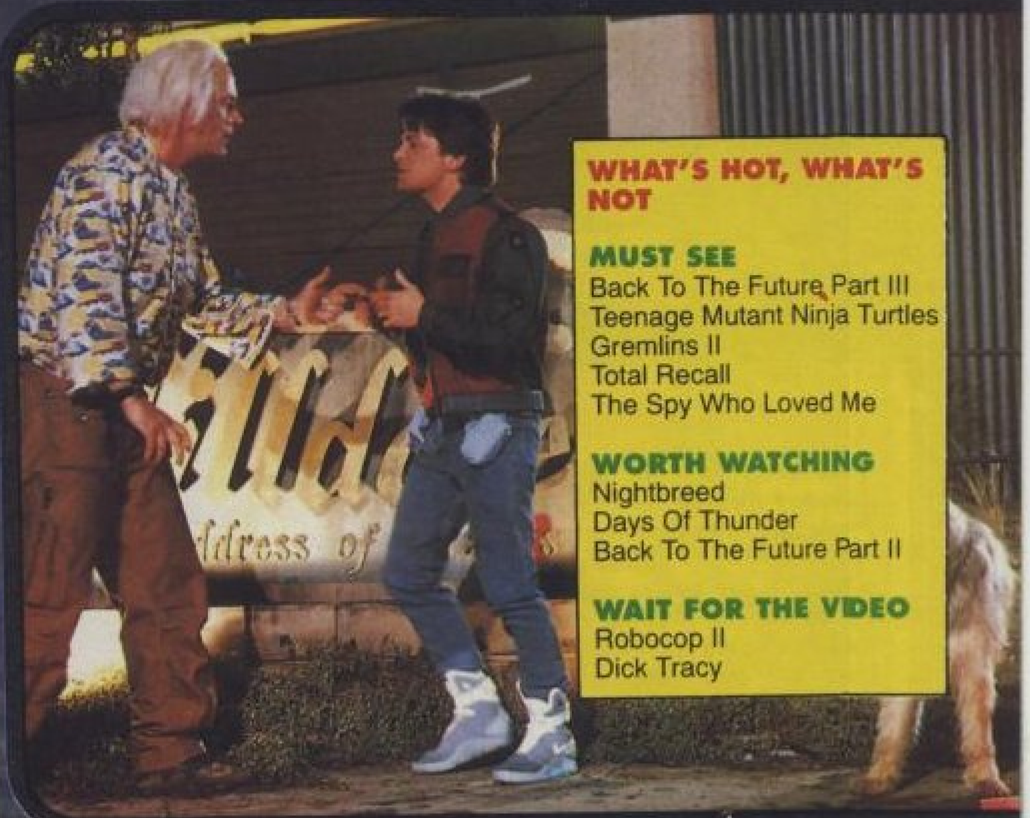
Mean metal machine: will *Robocop II* make Ocean's day?



tie-ins are the one way of launching a game without having to spend a fortune on publicity and advertising to alert the public to its existence.

With a conversion from an arcade game, publishers can feel confident that a lot of us will have already seen or played the original, or at least heard from friends how good it is. Reminding us of it when the Speccy version is due will be easy. Link to that the fact that all your programmers have to do is cleverly transform the coin-op into the home computer format, without having to come up with an original addictive idea — because someone in Japan or the States has already burned the midnight oil creating — and you quickly see the benefits.

Film tie-ins are helped

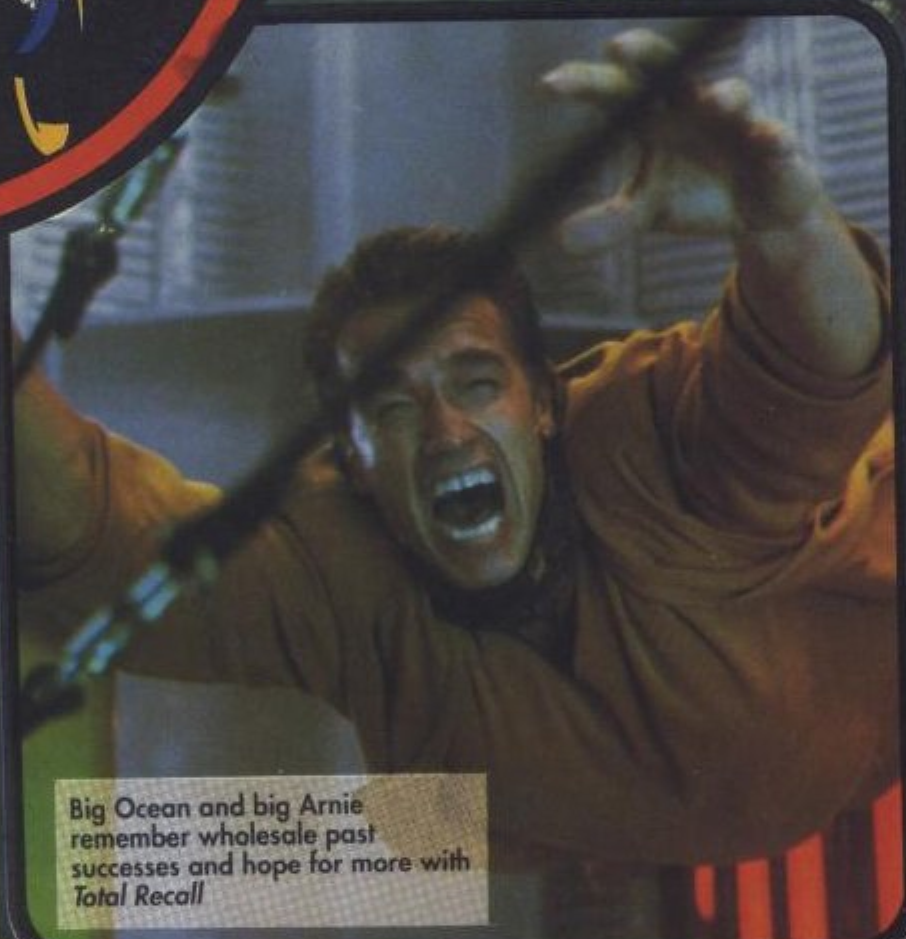


WHAT'S HOT, WHAT'S NOT

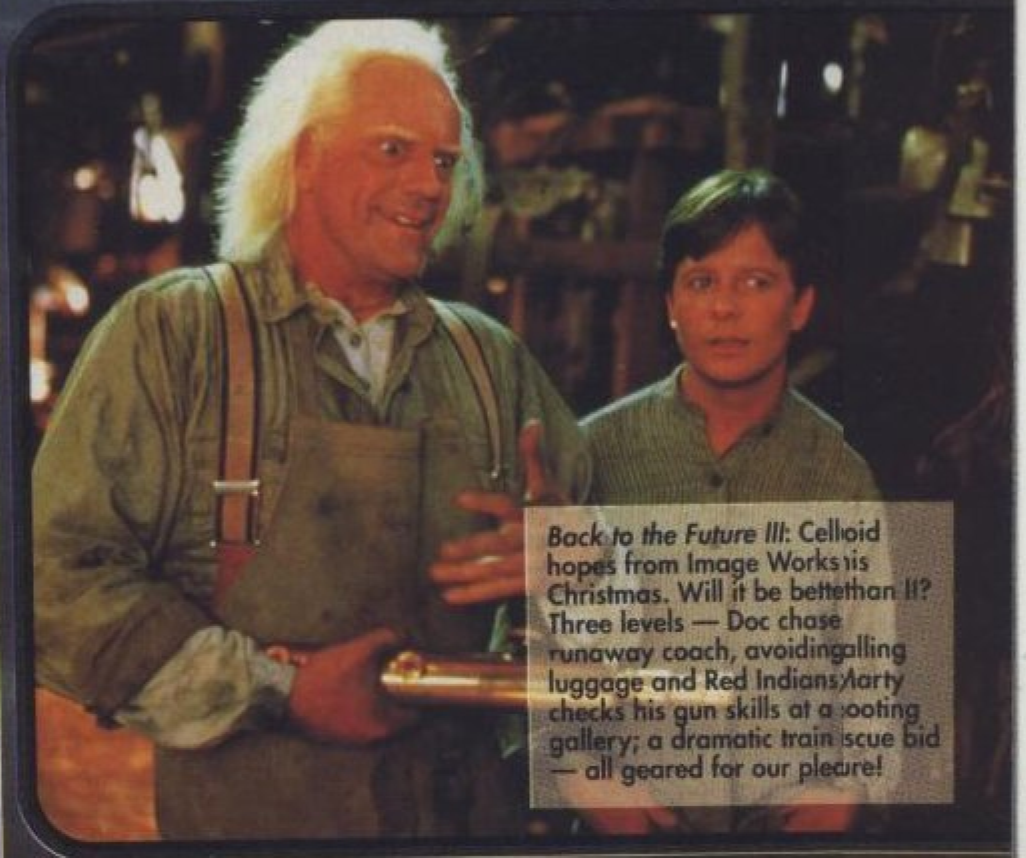
MUST SEE
Back To The Future Part III
Teenage Mutant Ninja Turtles
Gremlins II
Total Recall
The Spy Who Loved Me

WORTH WATCHING
Nightbreed
Days Of Thunder
Back To The Future Part II

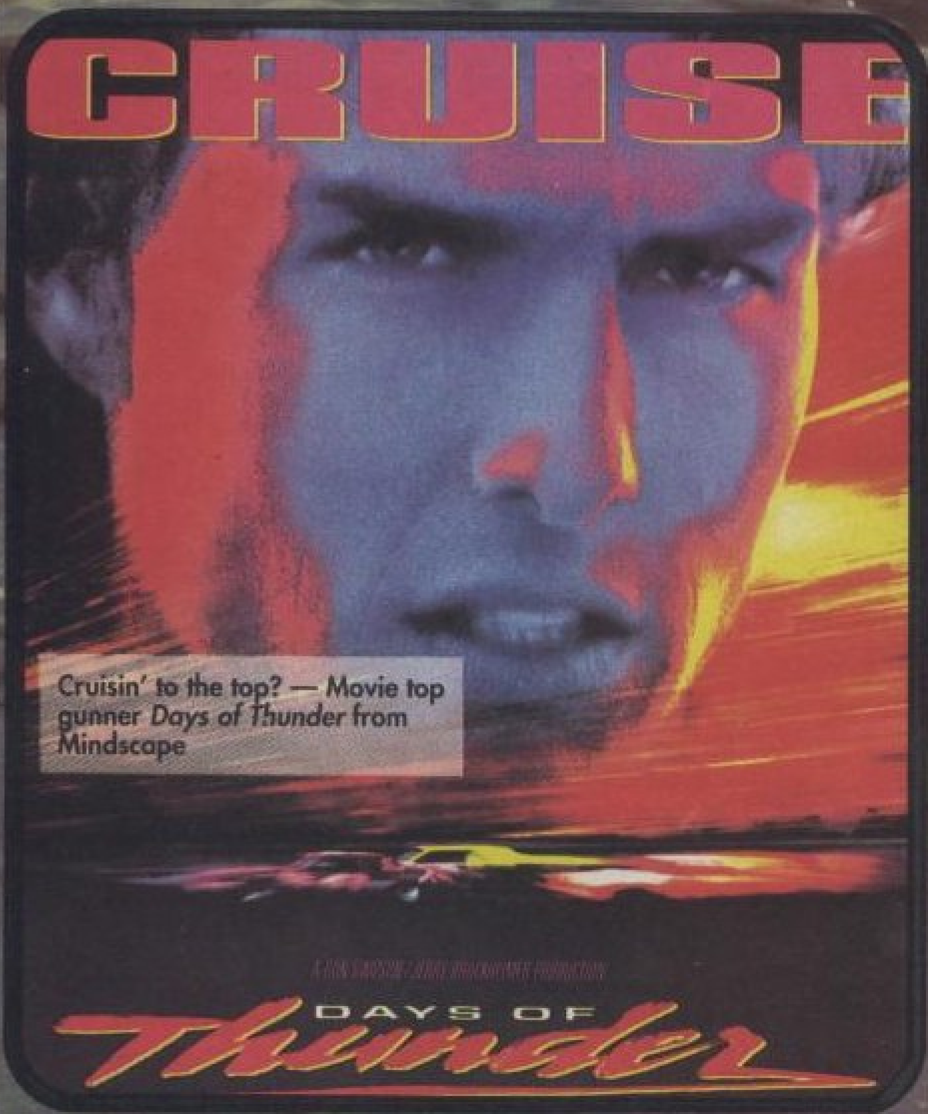
WAIT FOR THE VIDEO
Robocop II
Dick Tracy



Big Ocean and big Arnie remember wholesale past successes and hope for more with *Total Recall*



Back to the Future III: Celluloid hopes from Image Works this Christmas. Will it be better than II? Three levels — Doc chases runaway coach, avoiding falling luggage and Red Indians; Marty checks his gun skills at a shooting gallery; a dramatic train rescue bid — all geared for our pleasure!



Cruisin' to the top? — Movie top gunner *Days of Thunder* from Mindscape

enormously by the huge publicity that surrounds the blockbusters: after all the hype on a *Batman — The Movie* or a *Dick Tracy*, all a software house with the licence has to do is tell us 'The game is here!', and we all know what they're on about. Their ads will be but a minuscule drop in the ocean of all the advertising film companies have already spent money on for their own purposes.

The other benefit is that a film tie-in is the one reasonably safe cover under which original and novel gameplay ideas can be marketed. After all, a film's plot is but a story line: what game you create from it is largely up to the development team and its creativity. If the film inspires a good game, you've got it made.

But what would happen if, say, **Ocean** had released their brilliant *Batman* as *City of Superheroes*? They'd have had to spend a fortune telling us all about its existence! And we might still not have noticed...

Check out the box on these pages for just how many film tie-ins the industry has spawned so far, and you'll notice how many of them didn't live up to their cinema originals when it came to gameplay — it proves a famous title is not enough: lack playability (programmer's fault) and you still have a dodo on your hands!

This risk won't deter the software houses, and we're not likely to see an end to games from movies, and why should we? Cowabunga indeed!

TRAILERS

Other news on future film tie-ins includes hybrid *Aliens Versus Predator*. Intended for you by Activision (if their slimming course allows — see news) and based on the **Dark Horse** comic of the same name where the beasts from the movies combine to terrorise us all.

Gremlins II from Elite is very near completion, again **Billy**, **Kate** and **Gizmo** battle the evil little **Gremlins** when they infest a skyscraper owned by a nasty scientist: the little blighters have had their genetic makeup fiddled with, making them nastier than ever (gulp).

Yellow hat on head and yellow raincoat flapping in the wind *Dick Tracy* is the man to clean up the streets. **Disney Studios** have signed a deal with **Titus** to pixelate the golden age private investigator as he battles **Big Boy** and his gang.

Also set for release in the near future from **Titus** is *Arachnophobia*: eight legs, two fangs and an attitude — a swarm of intelligent spiders terrorise a sleepy American town.

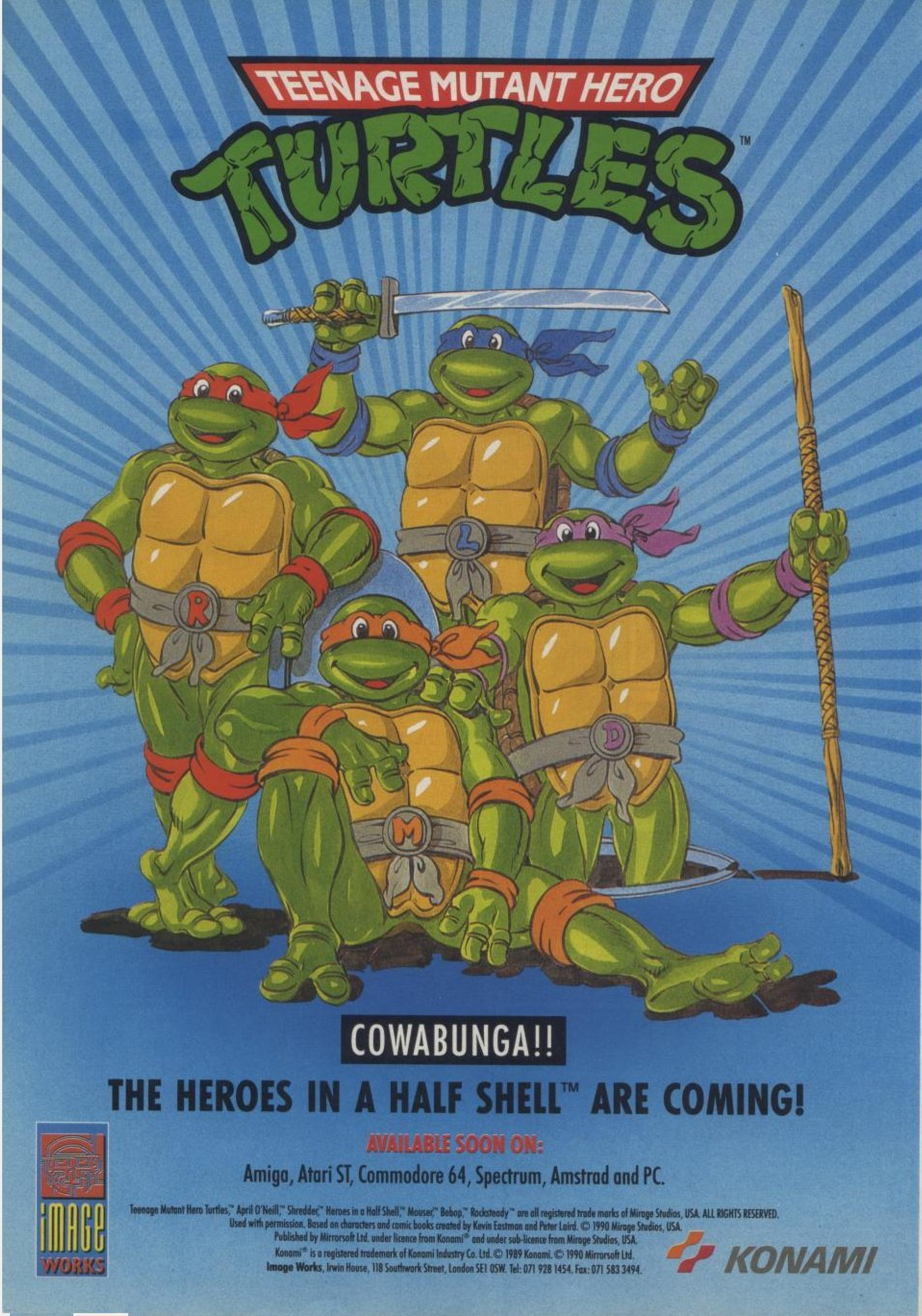
Come the new year and the searfaring action film Navy S.E.A.L.S. will be playing at a multipex near you. **Ocean**'s signed the cheque and are designing the game at the moment.

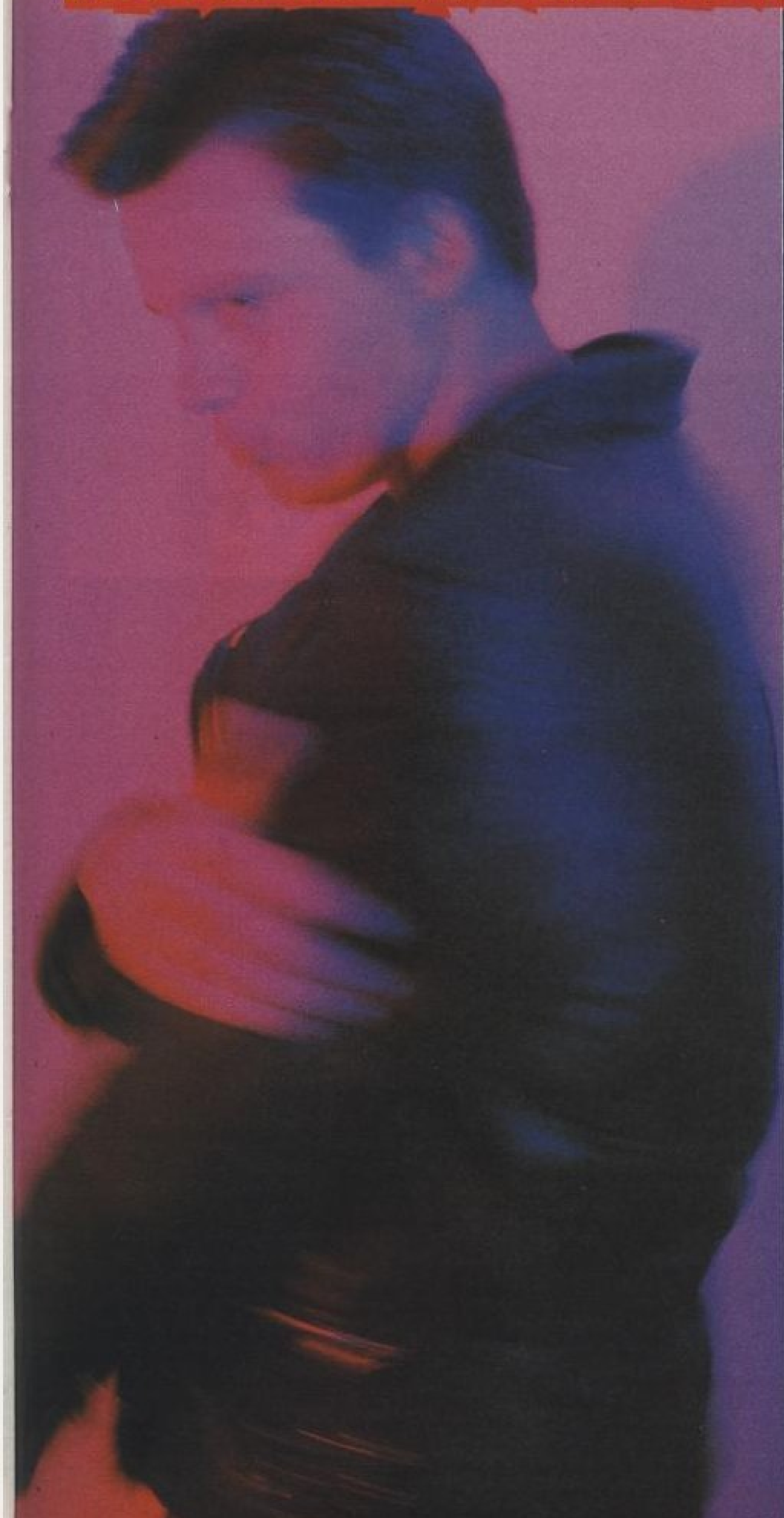


MICRO MOVIES

Just to prove the popularity of movie tie-ins on the speccy, here's a complete list of those reviewed in CRASH since the word go. Some were great, others best forgotten!

NAME OF GAME	PRODUCER	RATING	ISSUE
Alien	Argus Press	N/A	15
Aliens	Electric Dreams	84%	37
Aliens US Version	Electric Dreams	45%	47
Attack Of The Killer Tomatoes	Global	89%	28
Back To The Future	Electric Dreams	42%	28
Back To The Future II	Image Works	57%	81
Basil The Great Mouse Detective	Gremlin Graphics	73%	47
Batman	Ocean	93%	28
Batman - Caped Crusader	Ocean/Special FX	93%	60
Batman - The Movie	Ocean	93%	70
Big Trouble In Little China	Electric Dreams	67%	40
Blade Runner	CRL	58%	27
Cobra	Ocean	93%	35
Death Wish 3	Gremlin Graphics	45%	45
Empire Strikes Back,	The Domark	90%	54
Fantastic Voyage	Quicksilva	78%	16
Friday 13th	Domark	32%	29
Ghostbusters	Activision	60%	13
Goonies	US Gold	60%	35
Gremlins	Adventure Int	N/A	17
Indiana Jones And The Temple Of Doom	US Gold	65%	46
Indiana Jones And The Last Crusade	US Gold	76%	68
Invasion Of The Body Snatchers	Crystal	69%	1
Licence To Kill	Domark	80%	68
Live And Let Die	Domark	71%	59
Living Daylights, The	Domark	63%	43
Masters Of The Universe	Gremlin Graphics	70%	49
Masters Of The Universe	US Gold	28%	38
Max Headroom	Quicksilva	85%	28
Never Ending Story	Ocean	N/A	26
Night Breed	Ocean	78%	31
Platoon	Ocean	93%	50
Predator	Activision	66%	51
Rambo	Ocean	79%	26
Rambo III	Ocean	58%	61
Red Heat	Ocean	74%	65
Return Of The Jedi, The	Domark	86%	61
Revenge Of The Killer Tomatoes	Visions	74%	6
RoboCop	Ocean	92%	59
Running Man, The	Grandslam	80%	66
Short Circuit	Ocean	71%	40
Star Wars	Domark	84%	48
Top Gun	Ocean	90%	37
Untouchables, The	Ocean	94%	70
View To A Kill, A	Domark	76%	18


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Lots of lushious tips for you this issue. It's been quite a scrape to get this lot together, actually. Luckily I found a secret stash of letters which had dropped down the back of my desk (phew!). Come on everyone, get tipping and mapping all the latest releases: I hate sitting around twiddling my thumbs.

So what is there for you to get your peelers around this month then? I've got tips for *Vendetta*, *Back To The Future II* and *Gladiator* plus some handy maps for *Bloodwych*. What more could you want?

Nick's PLAYING TIPS

GLADIATOR

A few tips for the Issue 79 cover game, *Gladiator* from Domark. If you're finding it hard to slash up your foes then John Mitchell **from Doncaster will lend a helping hand. He completed the game in just an hour!**

1. Select the two-pointed dagger.
2. Select a trident (that's one of those three pronged pointy things).
3. Select the two-pointed dagger again!
4. Start.
5. Move forward but try to dodge the other player.
6. Keep moving forward until the other player turns around.
7. Move back a bit, get behind the player without him turning around again and stab him.
8. If he does turn around go back
to point five.
9. Keep stabbing him by standing still with the border flashing.
10. When his energy has gone move back so he dies.
11. Do this on every round.
12. The bets, well I'll leave this to you — I can't tell you everything!

SATCOM

Continuing on from the tips printed when this game was on the cover cassette are this lot from Chris Dand **of Surrey.**

You should now be in posession of a list of phone numbers. Note them all down. There's no point dialing NASA as you can't crack the code using the logic analyser. If you dial CON you get a system overload — hence the name. So dial TLL. Terminate the phone link and work out the code as you did for Global Atmospherics. Re-dial and enter the code. Make a note of which satellite has had extra equipment fitted. Return to the control screen.

Dial LION, terminate the phone link and work out the code. Dial LION and enter the code. Make a note of the AD Countdown code. Return to control.

Dial CLR. This bit had me confused for a while — there was nothing but an advert for Cameo Laser Refractors — but it all became clear at the end. Note down the colour order of the four bars or colours (ie. red, green, purple and blue), then return to SatCom control.

Now dial CEL. Work out the code, re-dial and enter it. You'll get two questions: answer the first one N and then Y. You'll be given the code to get into NASA. But there's more. The 'little quirk' talked about is that the number is actually written backwards, so to get into NASA you have to reverse the code (54321 would become 12345).

Dial NASA and enter the reversed code. Then enter the correct satellite (you should have noted it down). Now enter the Auto Destruct Countdown code. Press SPACE twice to return to SatCom. Work out the code. Repeat the procedure for the next two codes.

You'll then face a display showing the satellite racing around the heavens. You must arrange the coloured blocks in the correct sequence to destroy it: I did it by random key pressing and shouting very loudly at the computer! It's easier if you put in the colours from the Cameo advert, but put the last colour first and work up.

All things in the correct order, the satellite will explode and you'll have finished the game. I've seen some boring end of game messages but this takes the biscuit!

CHEEKY CHEATS with Nicko!

THE RACE
All you have to do is press the keys P, I, T and Y and then SPACE. You'll be rewarded by the 50 seconds on the clock being permanently changed to 99.

SPY VS SPY
Load the game as normal, select one-player mode and make sure the exit door to the plane is visible right through the game. Now play the game. Go to the screen with the exit on it and close all doors on screen. Put a bucket from the inventory on each entrance and wait in the room. The computer player will pick up all the objects needed and then go to the room you're in. When he comes in the bucket falls on his head and he'll go to heaven for a short time. Now close the door he came in through and put a bucket on it. The computer player will keep trying to enter the room you're in until his time is up. Look under the various objects in your room and you should find the suitcase, passport etc., and you can now go through the exit to the plane.
(Robert Dorien)

WORLD CHAMPIONS
This is a game from the *Supreme Challenge Soccer Spectacular* compilation. If you've lost after 90 minutes, press BREAK and type GOTO 7000. The game restarts but the scores stay the same until someone gets a goal.
(M. Smalley)

DEFENDERS OF THE EARTH (SAM COUPÉ VERSION)
When on the high score table type in '....ORG' (the four full stops are essential) and you won't lose energy but still lose a life if you fall in the water.
(R.J. Clark)

BREAKPOINT

Here are a few tips for that recent Powertape game, *Breakpoint*, the 'interesting' game of Snooker! The expert at the game is Graham Cormode **from Maidstone in Kent.**

Press BREAK, then enter 781 and finally CONTINUE:

When you get a question wrong you'll just proceed to the next without getting the 'chances left' message.

After you've potted 16 reds and answered 16 coloured questions you'll get a final score out of a possible 128. The only problem with this cheat is that you lose the picture of the table and the boxes at the top, but this doesn't affect gameplay at all.

The colour of the ball does not affect the question, just the time, so a black question could pop up as a red question but with more time to answer. Don't let time run out, guess if you don't know.

Finally, if you BREAK and LIST 1, you find the game program — it's in Basic! At the end of the listing are the questions with the letter of the correct answer at the end. This corresponds to the possible answers after the question because answer A is first, B is second and so on.

ROCKFALL

Many readers have been writing in telling of their mishaps with level two of this brilliant cover game from Issue 75. The programmer of the game, Ian Collier **is here to put the record straight.**

What you've found is not a program fault but a trap for the greedy! The instructions should say not 'collect all the jewels' but 'collect the required number of jewels'. Sometimes not all the jewels are required but collecting extra ones will get you more points.

Level two of the game is made up of 54 jewels all of which you can collect except one: you can guess which one that is! Of these only 50 are needed to get you to the next level (see the number in the bottom right of the screen).

You should be able to get most of the 53 diamonds fairly easily, except for four diamonds in a box towards the bottom of the top-left quarter of the level (see diagram). You have to use the bomb correctly to get into the box. Do not get the top two diamonds immediately. When you drop the bomb, arrange for it to explode at the point marked with an X. Do this by following the arrows — go vertically down to the X, collect the diamond then move up to the bomb and get out of the way.

MIG 29-SOVIET FIGHTER

Lots of fighter plane action in this action packed game. So much action in fact, you can hardly do without these tips from a mystery person who lives at 47 London Road, Newark. These tips work on levels one to five.

Just shoot a few planes, then switch to air to ground missiles and use all of them. After that just switch to heat seekers and keep dodging bullets. The Apache will soon arrive: just dodge all its missiles and launch your heat seeker. This missile will automatically home in on the helicopter and blow it up. There should only be one Apache to each level, but just in case, always collect more heat seekers. If you're lucky enough to get a nuclear warhead before you come to a chopper, save it to use against it — this will give you extra points.

Always collect all the parachutes. Whenever a helicopter isn't near, blast enemy planes, and on bonus levels just sit still, the parachutes offer extra points. You must always keep moving so tanks can't lock on to you.

déja vu-THE REMIX

Well, we've had *Déja Vu* and now *Déja Vu — The Remix*, when are we going to get *Déja Vu the 12" CD megamix import with free poster and signed autograph of the programmer*? Sam Harvry **of Motherwell has sent in his solution and top tips.**

SOLUTION
Key: R=Right, L=Left, U=Up, D=Down, T=Teleport, UL=Up/Left, etc.

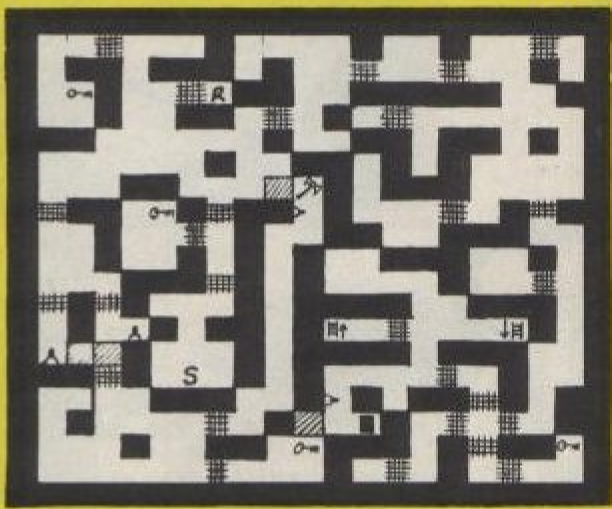
L, l, u, d, d, t, r, r, r, d, d, r, r, l, l, u, ur, r, l, u, dl, l, l, l, l, t, u, r, r, u, l, r, r, t, u, u, l, d, l, l, l, d, l, l, r, r, u, r, r, r, u, d, d, t, l, d, d, d, l, l, d, d, l, d, r, u, u, t, stand on pad below the teleporter, this will activate the bomb, t, d, d, l, u, r, u, u, r, r, u, t, r, r, u, u, r, r, u, d, d, t, r, r, r, l,h u, r, ld, d, l, r, r, r, u, r, enter spaceship, you've won!

HINTS AND TIPS
Some places will be protected with a code. Press fire above the pad and you'll see the puzzle to solve it. Put the lowest number first then the second highest and so on. You do not need to collect the bomb, just stand on the pad. A teleporter is like a pad but it has a roof. If the woman member of your crew is not in the place she usually is, just look around: she'll be on the opposite part of the ship, past some metal robots.

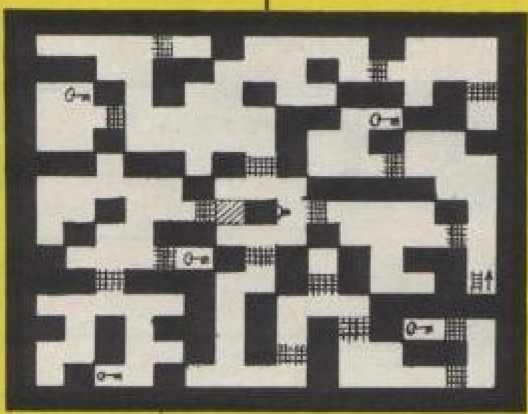
You may need more shields on your way than the ones you've got, so look around for them. You need all four keys, and take all the items you come across. To open a locked door you must have the right key then stand on the pad, press fire and it opens.

BLOODWYCH

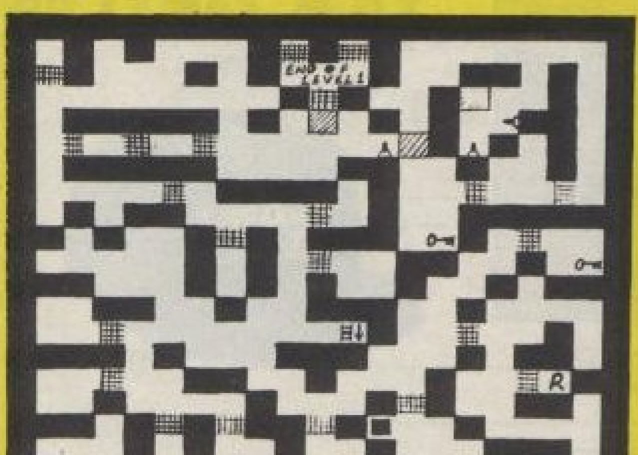
We said in the review that *Bloodwuch* would be a game for all mappers out there to get stuck into, and by jimminy that's exactly what's happened. The best of the maps and tips for the game I have been sent are from M.C. Parker **of Hyde. F.A.B.!**



1. Try and ask everybody whether they have anything to sell. If you think it's not worth bothering try selling them something of yours (make sure it's not something you'll need later). Money is definitely needed for spells.



2. Use the exchange option (with an empty transfer slot) to get expensive items for free.



3. Sometimes the paralyse spell doesn't work: this is because you cast it first. Make sure you cast it last or on its own for it to work properly.

KEY FOR ALL DUNGEONS
△ = SWITCH ON WALL. | R = REINCARNATION ROOM.
S = STARTING POSITION(S).
o— = KEY (S). ⋕↑ LADDER LEADING (UP).
■ = HOLE. ⋕↓ LADDER LEADING (DOWN).
▨ = FALSE WALL (REMOVED BY USING SWITCH(S)).
⋕ = DOOR. | BATTLE AXE.

L.A. DRUGS BUST

More brilliant budget tips from the mysterious person from Newark. You should always put your name on all pieces of paper you send in, you never know when a page is going to go missing! This time the tips are for *L.A. Drugs Bust*.

A GUIDE TO THE ENEMIES ON ALL LEVELS

Big Guys: These are pretty easy targets — one shot will put them to rest.
Little Guys: Slightly harder than their big brothers. Every second one shot drops an icon for you to pick up.
Doormen: These are quite hard and fire like crazy. To get them put your target half in/half out of the door and fire!
Cowards: These hide in windows and are pretty easy.
Lobbers: Fond of throwing grenades and easy to shoot. To deflect grenades, shoot on the upflight and they'll go off into space.
Grannies: Don't shoot these! If they sprout wings and fly away you've gone and popped one, and your energy will be diminished.
Helicopters: These swing into view and fire their guns at you. Choppers require multiple hits to destroy.
Moustachioes: These come when the enemy counter reaches 000. They're surrounded by guards. Wipe away all the guards and use the two second gap to take the big baddy's energy down. 40+ health is needed to kill these.

VENDETTA

This has got to be one of my favourite games so far this year. I just couldn't put it down. John Armstrong **from Solihull in the West Midlands has a similar problem and he has compiled these tips for those less fortunate than himself.**

PART ONE — SOLUTION

Walk right, punch door, go to box on the floor and pick up: you should have a crow bar. Go left out of the room and right, go to box on floor and pick up: you should have some pliers. Go right, climb the ladder, left, left, go through door, go to the fifth box and open it with the crowbar. Pick up: you should have something, go right, right, stab the map on the wall, it will disappear leaving a hole: pick up and you should have a road map. Search all the drawers and tables for objects, do this in all of the rooms. The objects you should have found are two video tapes, a screw driver, a disk and a weapons code. Use both the video tapes in the video recorder, put the disc into the computer and type in the weapons code which is ZIP1: you should get an ignition key. Now go to the car, use the screw driver to open the door and the ignition key to drive off.

PART TWO — SOLUTION

Walk forward, punch door, go in, go to three weapons on the wall, pick up: you should have a bazooka. Using the crowbar search all crates for ammo, go out of the room and face the tank but don't go too close. Using the bazooka, destroy it, go right into the next room, right, punch door, go in, search first table: you should find a handbag. Search table with chairs around it: you should find a road map. Go right, search first bed, get the shoe, go left, left, climb ladder, right, open box with crowbar, pick up: you should now have a key. Go back to the car, use the screwdriver to open the car and drive it off.

GENERAL TIPS

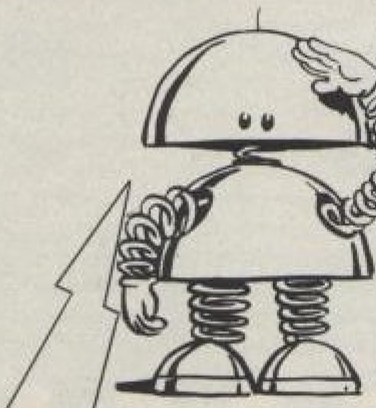
★ Use the knife to kill all the terrorists.
★ Be quick in searching everything.
★ When accelerating the car always hold down Q and N.
★ On sharp bends slow down to 120 mph.
★ Keep sending a spray of bulles in front of the car.

Goodbyeee, goodbyeee, wpe that tear, reader dear from yiur eyeee! What a terrible sinier eh? Almost as bad as *Fusid*. Who? Please, please keep sending in tips, cheats and maps on any games you hae. I'm not only looking for stuffon the new releases but any old ones you feel could be usefu to other readers. Send it all o: NEWSFIELD, NICK ROBER'S, PLAYING TIPS, CRA!H, LUDLOW, SHROPSHIRE, SY8 1JW. See ya!

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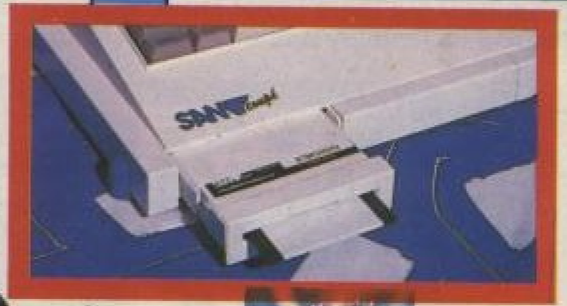
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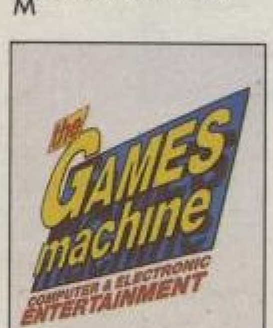
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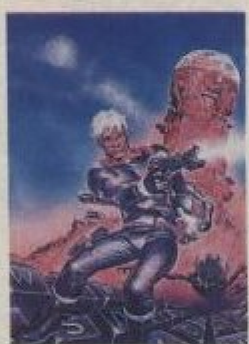
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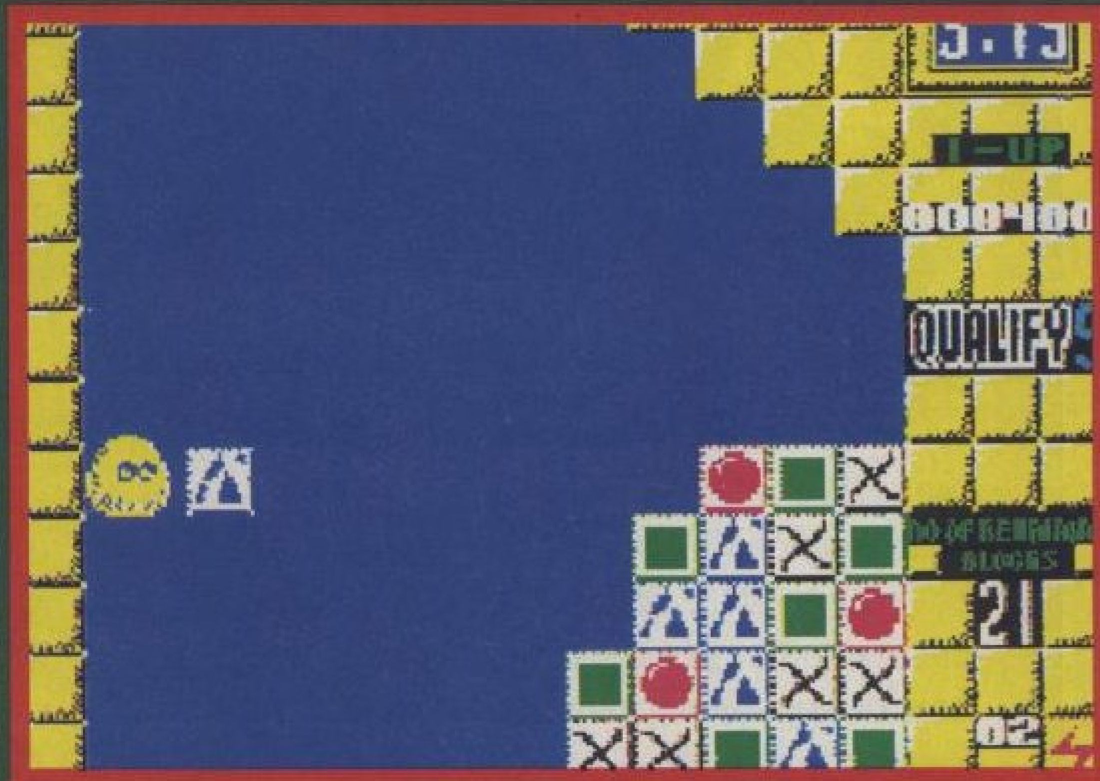
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PLOTTING

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Potatoes are funny vegetables, aren't they? But they can play a mean puzzle game, as you'll find out in *Plotting*! Controlling said vegetable, the action involves throwing tiles emblazoned with different coloured shapes at other tiles bearing identical designs. Each level is timed, and the idea is to clear each screen of a set amount (shown in the status panel) of tiles. You start each game with three special tiles: your little potato pal's lives. He starts each level with a special tile, which he chucks at the stack of tiles. Having destroyed one tile, another tile comes flying back into his hands and then this tile can only be thrown at a corresponding one. It's easier to play than describe, but you get the idea.

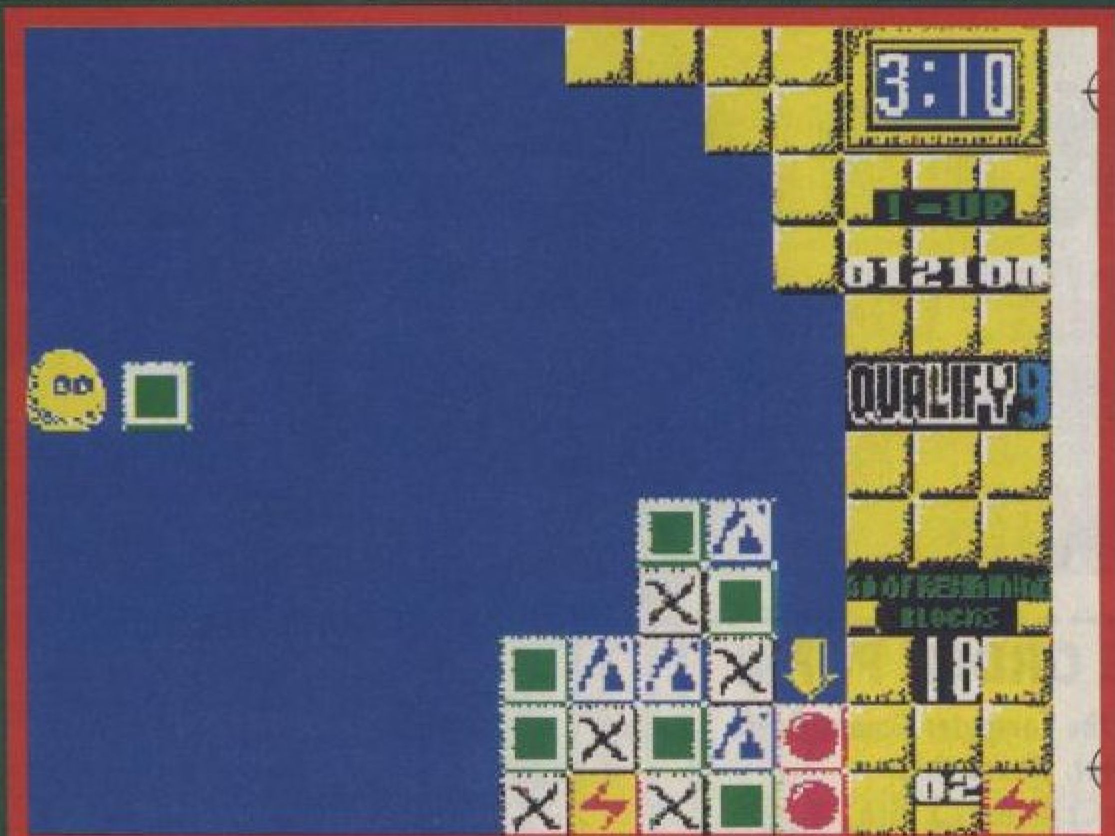


Tiles can be thrown at tiles at the side of the stack or, by using a big yellow arrow as a pinpointer, at the tiles at the top. You play like this until the timer runs out, you run out of special tiles or the tile held doesn't match the tiles in the stack: then it's game over.

In later levels obstacles such as pipes appear, which block a tile's trajectory. This can get very frustrating!! My straight jacket size is large, by the way. From the start, this is great fun. Each move must be planned because one false move means a life is lost.

Graphics are good, but then the sprites are very simplistic (a few tiles and a potato shaped hero). Sonics are also pretty impressive (in 128k mode) though title and in-game tunes are a little twee for my taste. Still, they're jolly and bouncy and add a lot to the atmosphere. *Plotting* is a very playable puzzle game, but it falls just short of being completely amazing due to limited content.

MARK 85%





RICHARD *Plotting* — it's simple, but it's dead hard! What a rummy game this is, and a strange fish from Ocean; y'see it's an arcade puzzle game. With the objective of clearing each level of a set number of tiles, *Plotting*'s gameplay can be easily learned, but it'll take hours of play to master. Well presented, graphics are clear and colourful, make it look and feel more exciting than many other puzzle games. The first few levels get you into the style of play and you can whizz through these after a while. It's after level four that things get tricky, but also very addictive. And just because there's a jolly 128K tune warbling in the background doesn't mean you can lose concentration; to succeed in *Plotting* careful studying of the blocks and planning strategic play is all part of the fun. Though arcade blaster fans will probably find it tiresome after a few plays, all gamesters who like to use their brain will get their money's worth here.

86%

RATING

Wonderful puzzle game — simple to learn, addictive, and attractive!

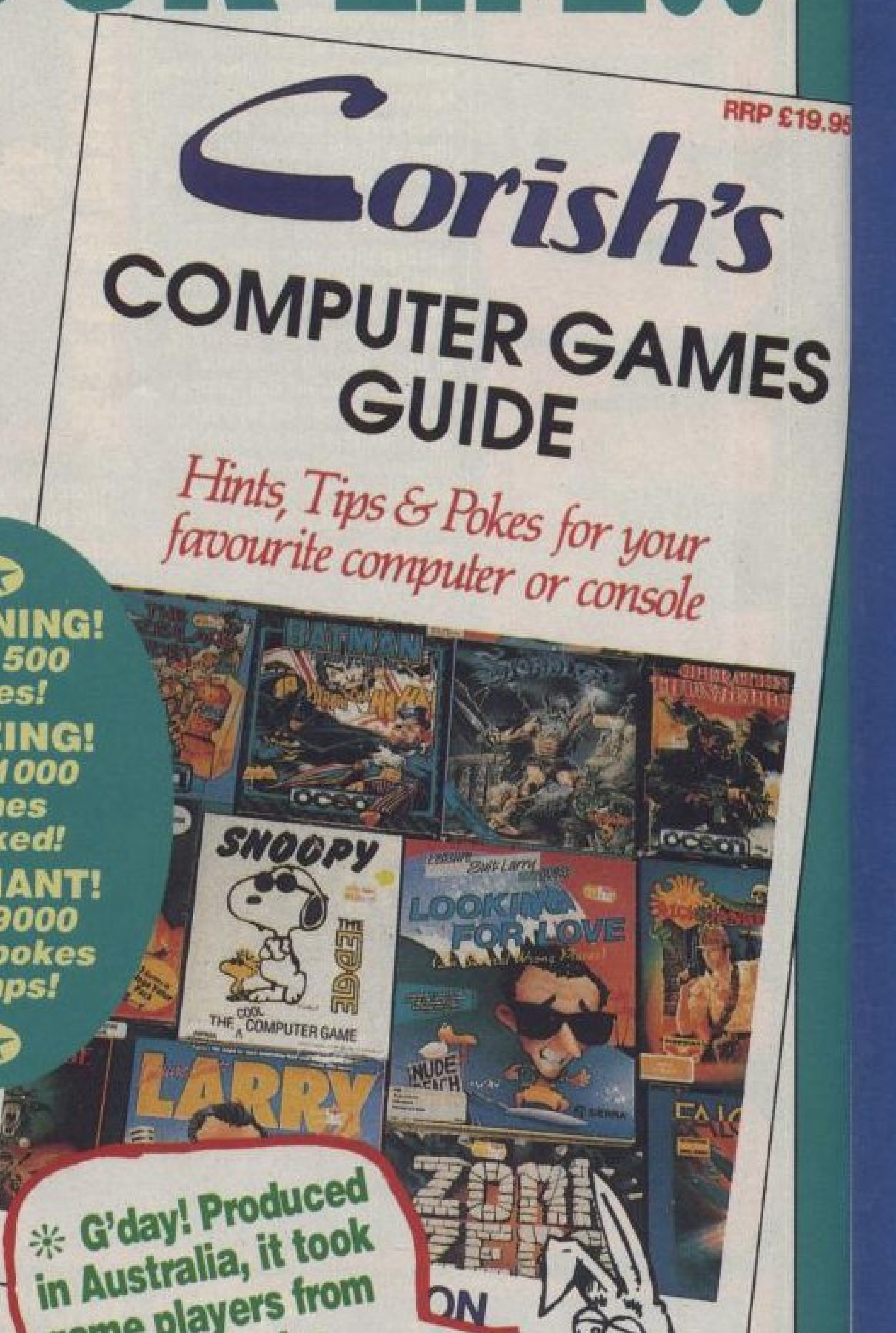
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GRAPHICS	86%
SOUND	80%
PLAYABILITY	88%
ADDICTIVITY	81%

OVERALL 86%

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BACK TO THE FUTURE Part II



Image Works
■ £10.99 ■ £14.99

With Part III pulling the crowds at the flicks, and Part II on rental video, everyone's going *Back to the Future* crazy! And as luck would have it, here's the *finished* (note well, other Spec-mags) Speccy game of the film! *Back to the Future Part II* is a five level adventure through time where Marty and Doc Brown first go to the future to save Marty's son from being jailed.

2015 is the start of the game and Marty and Doc must prevent Marty junior from joining Griff's gang. He's the grandson of Biff and just as evil. Marty goes to the Cafe 80s and poses as his son. But trouble ensues and our hero is forced to make a hasty retreat on a hoverboard. As you race through the streets of Hill Valley you're attacked by Griff and his henchmen, a variety of obstacles and even old Biff. Of course there's a time limit, shown in the status panel along with the date, amount of energy left and amount of lives remaining.

Bonus objects can be picked up along the way. Speed-ups increase the speed of your hoverboard, power-ups replenish energy, and accelerate increases speed of scroll. Once Marty is out of this mess he and Doc find that an unconscious Jennifer (Marty's girlfriend) has been picked up by the police. Assuming she's the 2015 version they take her home. In this section you control Jennifer's actions: don't let her meet her future self and family!

Jennifer rescued, Doc and Marty return to 1985 to find things have changed a lot: armed gangs roam the streets. This is due to old Biff finding Marty's almanac



(containing sports results 1950 through 2000) and returning it to his younger self in '55. Combined winning certs have made him one of the richest men alive in '85, and he's taken over Hill Valley.

Marty must battle his way through thugs, muggers and scum to reach Doc and the DeLorean car to get back to '55 and sort out the mess.

In 1955 you must retrieve the almanac from Biff. First complete a sliding block puzzle of Marty playing guitar at the Enchantment Under The Sea dance, then chase Biff's car by hoverboard to retrieve the almanac. Get the book and life is back to normal, fail and the consequenses will be dire.

Sounds exciting, but I was very disappointed with *Back To The Future Part II*. Sound is the best feature (continuous on the 128K): title screen and in-game music are impressive. More than I can say for the graphics: a small and scruffy looking Marty plus shoddy backdrops make this game about as appealing as drying paint. The biggest pain though is level two — Jennifer is all but invisible and the floor plan is a mixture of vile colours (which helps very little).

All in all, getting a product that ties in well with the movie appears to have been the real thought for the programmers, with gameplay dragging behind somewhere.

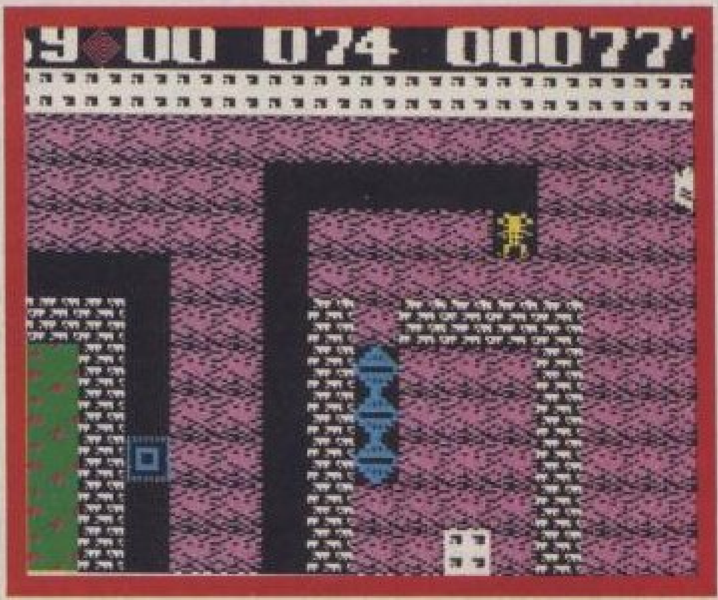
MARK 50%

RICHARD Yes, the programmers have followed the film very well — all the highlights have their own individual section. Level one is neat: the highly detailed scenery scrolls horizontally and diagonally depending on which way you're hoverboarding, and a smooth scroll it is too. Plenty of action on the road — cars, Griff's gang, old Biff and an assortment of people all make it look exciting. But the actual gameplay isn't that thrilling or addictive. It's difficult to hover safely, with so many obstacles and Griff and his ensemble giving lethal chase: it's simpler to leap your way through the whole level. The game combines arcade gameplay with lateral thinking; level two is fun as you control the doors of a house in an attempt to prevent Jennifer meeting her future self. While a good program, it isn't stimulating enough. You may keep playing until level five is completed, but it's unlikely you'll be playing again. Oh, and it's a mega multi-load, there are five — *five!!!* — loads before you get into the game itself! Fine on disk, but on cassette it gets tedious as you continually flip back and forth.
65%

RATING

PRESENTATION
GRAPHICS
SOUND
PLAYABILITY
ADDICTIVITY
OVERALL 57%

BOULDER DASH IV



HiTec Software
■ £2.99 ■

Boulder Dash is a simple but highly addictive game type with a cult following, and this is the latest in the saga, complete with construction kit. The object is to search through labyrinthian caves and collect a set number of diamonds before progressing to the next level. Sounds easy, but it isn't!

Graphics are nothing special — what makes the game is the infuriating way you can get so far then get trapped and have to start the whole cave again: this keeps you coming back for more, and more! The caves are full of sand and once you've wiped it away it forms a path for all the nasties to follow. The longer you make the p:h the further they have to go, giving you more time to stel diamonds.

The construction kit part allows you to build up youı own caves or write your name in blocks (woo!), whatever takes your fancy. Instructions are easy to follow and the building blo method of construction is something everyone can master.

Definitely one for all fan of *Boulder Dash* games — new players will soon be addicted!

NICK

RATING

OVERALL 73%



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SATAN

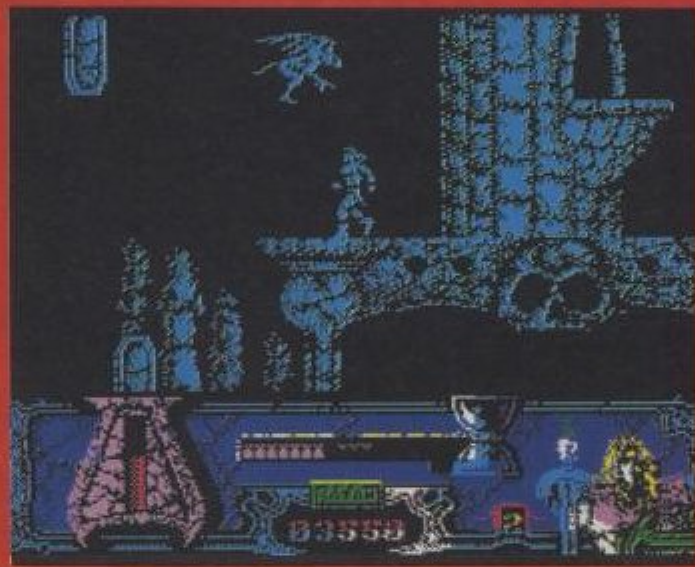
Dinamic
■ £9.99 ■ £14.99

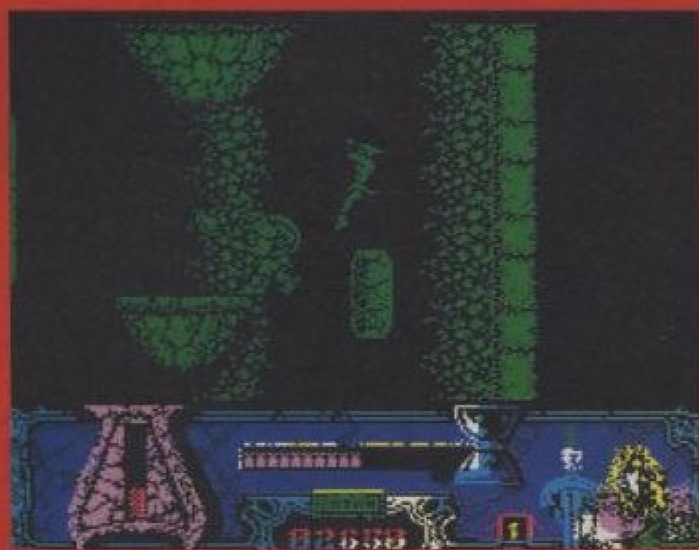
Demons have taken over your world and it's your job, brave warrior, to find three magical scrolls and destroy the satanic hordes. As a member of the Army Of The Divinity you're blessed with magical powers, an essential requirement as you leap and bound around in the dank, dark caves of the first load.

Sadly, your magical powers don't extend to blessing you with a decent weapon at the start of the game. With only an energy bolt for protection, you fight against hellish looking monsters with names likes Trows, Kelpies, Nairbs, Glaistigs and Tam Lins. But, but, but! You laugh in the face of danger, because magical icons are scattered about to aid you: Coins boost your score, Elixirs increase flagging energy, Clocks add time (the game is played against the clock), Power-Ups improve your weapon and Lightning acts as a smart bomb.

Prolonged contact with the various denizens drains your energy, but with boosted weapons the creatures are toasted, and some drop power-up icons with their dying breath.

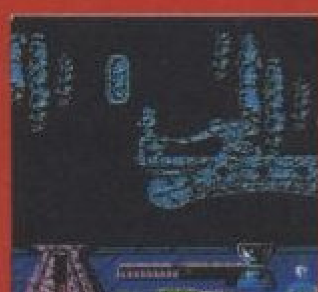
The three magical scrolls are guarded by a Tam Lin. If you thought the other creatures tough, wait until you see what this dude can do! The only way to kill this Darwinian nightmare is to first blow its heads off and then shoot it in the heart (simple, eh?).





When all three scrolls are collected it's off to the other half of the game in load two. Using the powers collected by the warrior, you now control a wizard with the objective of freeing your wizardly comrades and destroing the evil forces forever.

Again, Satan and his evil creatures are after you: tough to kill, but with each one destroyed, coins are awarded which can be used to purchase goods at the shop of Brownie The Wizard. So buying Teleport Cards, Satan Scanners, Energy Rechargers, Magical Axes and Shields Of Fire increases your chances of rescuing your friends and killing Satan once and for all.



RICHARD Finally, Dinamic has got it right! Games from this Spanish software house are always good looking but usually impossible to play! But here's *Satan* and it's really playable (thank heavens!): classic platform action as you control the hero leaping around the depths of the underworld, and there's plenty of action to keep you playing — monsters wielding axes, flying spooks and a whole host of demonic opponents line the treacherous route. The scrolling scenery on each level makes up a huge map, one that'll keep cartographers up late at night! Plentiful and well designed graphics abound, occasionally so much so that it's difficult to tell exactly what's going on! You'll be grabbed with addiction as soon as play begins, there's so much in it — but don't get over excited as a wrong move could prove fatal. So, there you have it: playable, addictive, good looking and plenty of it, it'll bring out the devil in you!!

87%

Although the main and background sprites in *Satan* are detailed, your character sprite is so small he's almost lost. The scrolling is also on the dodgy side with the screen moving a fraction behind your joystick movement. Despite that, *Satan* is a reasonabl play, especially load one which reminded me of *Black Tiger*. Sound is a disappointment, with only standard blasting effects and no title tune. *Satan* is an average hack-'n'-slay style game which didn't hold my interest for long.

MARK 72%

RATING

Immediately playable and long term engrossing due to a huge playing area.

PRESENTATION	67%
GRAPHICS	75%
SOUND	65%
PLAYABILITY	81%
ADDICTIVITY	77%

OVERALL 80%

PRO GOLF SIMULATOR

CodeMasters ■ £2.99 ■

Fancy yourself a budding Nick Faldo? Well, here's the perfect training to get you ready for the real golf courses! *Pro Golf Simulator* is fabulous fun to play on your own or with friends. The course is packed with colourful graphics of ponds, bushes, trees and a whole host of obstacles to overcome. Should you get fed up with playing the course, there's an editor included so you can design your own!



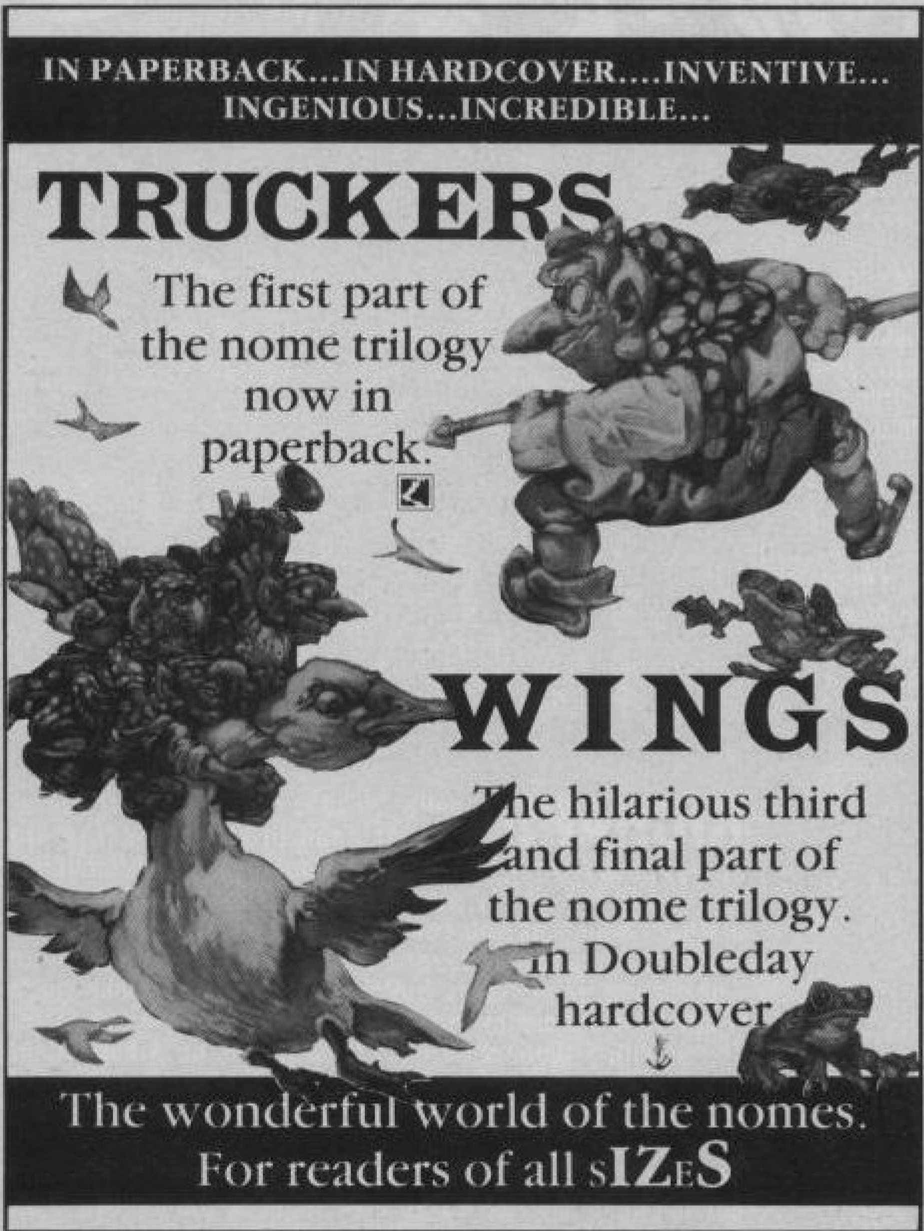
For beginners at golf plenty of options are included: you can practice any hole you like or just have a go at the putting — you'll soon be on your way to getting a hole in one! Be careful where you aim your shots, a wrong swipe could lose your ball forever or sink it to the bottom of one of the ponds for the ducks to play with!

Pro Golf Simulator is a reasonable attempt at putting the sport onto your computer. What I want now is a crazy golf simulator, much more my kind of game!

NICK

RATING

OVERALL 69%


IN PAPERBACK...IN HARDCOVER....INVENTIVE...
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HEROES

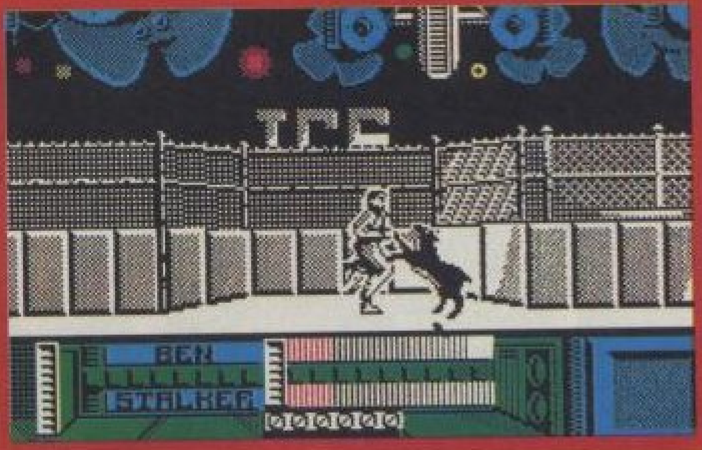
Domark
■ £14.99 ■ £19.99

Apart from being the title of a David Bowie album *Heroes* is the latest four game compilation from Domark. For those of you who've been off-planet for the last few years here's a rundown of the fab four games that will set your Spectrum alight!

Licence To Kill is a six level 007 game where Bond must apprehend evil drugs baron Sanchez. The six levels split into three scenes in which Bond chases Sanchez around most of North and Central America in a range of vehicles, takes swimming lessons, is shot at a lot and finally faces Sanchez on an 18-wheeler truck.

In *Barbarian II* you choose to play either the tough Barbarian or Princess Mariana. Trudge across wastelands, caverns and dungeons until you reach evil Drax's inner sanctum and lop his head off once and for all. Drax isn't at all sporting: he sends a range of his most evil denizens to stop you. But with a range of devastating combat moves at your command, he'd better watch out.

Next hero in the line-up is Arnie Schwarzenegger as *The Running Man*. You control Ben Richards, participant in the future's top TV game show where punters are ripped limb from limb by paid assassins called Stalkers for the entertainment of the masses. With five sections to the game, there are four zones where you're attacked by Stalkers. Survive that and the fifth level takes you back to the studio to face Killian the smug MC of the programme.



The fourth game is *Star Wars*. Guide Luke Skywalker as he flies his X-wing fighter into the Empire's most devastating weapon, the Death Star. Three sections await: the dogfight in space with the TIE fighters, the death defying slalom through the laser defence towers and finally a flight through the trench to hit the impossibly small exhaust port.

Most compilation games verge the average because they generally contain one good game and several turkeys. It's nice to see a compilation with three good games and only one dud. *The Running Man* is the fly in the ointment as far as I'm concerned: the sluggish control and un-Schwarzenegger like main sprite turned me against it when it was first reviewed. Four games for fifteen quid is good value for money, even though they are getting on a bit now.

MARK 87%

RICHARD It's a bit of a bargain this *Heroes* thingy. Top of the pile is *Licence To Kill*, a red-hot shoot-'em-up played against violent attackers over a scrolling landscape. *Barbarian II* is neat too, but not wholly playable until the many attacking moves have been mastered. Once you get the sword swipe just right, ploughing through the original array of monsters and mutants is great fun! *Star Wars* is enjoyable enough, though simplistic play and dated action may not have you returning to it often. And what of *The Running Man*? It's a case of good presentation covering a rather unplayable game — and the multi-load on the cassette version's a pig to use.

76%

RATING

Neat compilation with enough action for any aspiring Hero!

PRESENTATION	80%
GRAPHICS	83%
SOUND	78%
PLAYABILITY	80%
ADDICTIVITY	78%

OVERALL 82%

PRO TENNIS SIMULATOR



CodeMasters
■ £2.99 ■

You can't be serious! The ball was in! All the atmosphere of the real game has been captured in *Pro Tennis Sim* with the usual moves available to the player, and a choice of court surfaces to play on, including grass and clay.

Many past tennis games have been almost impossible to play, with complicated key combinations needed just to hit the ball back at the other player. This is much simpler and should appeal to a wider audience. Graphics are of a good standard, with large animated tennis stars and well drawn and coloured surroundings to the three courts. It takes a bit of practice to learn when to hit the ball and judge where the other player is going to hit it but once mastered you can be on your way to the top of the league.

The two player option is really fun, especially if you get someone to play against who hasn't got a clue. Smashing the ball so they can't reach it is tremendously satisfying! One of the better tennis games around, I just wish it simulated cool drinks after each match!

NICK

RATING

OVERALL 72%

NIGHTBREED

Ocean
■ £9.99 ■ 14.99

Spook city, ahoy! Welcome to Midian, home of mutants, beserkers and psychotic killers. Not the place you'd normally pick to get away from it all, but playing Boone this is where you are. Y'see Boone has been accused of a series murders he didn't commit and as he runs for the prarielands of Canada, stumbles across this long-forgotten necropolis.

But in the game there's no time to stand around like a lemon catching up on the storyline, because the colourful scenery is packed with vicious attackers. The assorted hordes (some almost human, though mostly a lot of huge ugly bugs) are trying to prevent you reaching Mask, arch enemy in the game.

Nightbreed is essentially, a beat-'em-up played across a huge map. Scenes are viewed side on, and the screen flips between areas as you control Boone's movement to the left or right. If a route is available up or down the screen, arrowed gateways mark the turning point.

Boone is unarmed to begin with and it's up to you to control his attacking moves such as punching and kicking. Most of the human-looking mutants can be defeated with a good few solid blows, as long as you lay into them before they pull out a gun or flamethrower! Midian's monsters are slightly more difficult to kill outright, though a swift sliding kick knocks them out of your way — giving you, at least, the chance to escape! Some armed attackers, when knocked out, drop their weapons — pick 'em up and success should be easier to achieve (use sparingly: bullets are limited!).



MARK As colourful as *Night Breed* is, it's a wee bit over the top. Both the character sprite and attackers are monochrome, and against a colourful background they're very difficult to see. Add to this the very, very annoying multi-load and I was turned against the game very quickly. But after a bit of perseverance (and a lot of peering myopically at the screen) I started to enjoy myself. Boone has a hard time of it initially as he only has his fists and feet to defend himself but later on weapons of varying effectiveness come into play. It's a shame the multiload is such a pain because after initial doubts I quite liked this — but not when you have to reload whole sections of the game.
69%

There are three different levels to explore (above Midian, in Midian and the bowels of the necropolis), but, and this is the rummy thing, you don't have to *complete* one level before progressing to the next. Often you don't have a lot of choice — holes open up in the ground and downwards you plummet. If you collect secret pass codes you can enter one level automatically, instead of playing through others.

Sound's fun, eh? Well, this is where the most annoying element of the game comes in: it's a multi-load and every level is loaded independently of each other, and that includes the main part of the program and the introductory screens. The effect is like playing a game on ITV: you just get into the action when you have to stop for the ads (here, the next part to load). So, in one game you could spend more time forwarding and rewinding the cassette and loading rather than playing the game!! Boo! The disk version makes everything a lot better because of the rapid access.

The gameplay is good fun and not as predictable as most beat-'em-ups — just as you begin attacking one enemy, a bomb, or another mutant flies onto the screen causing extra hassles. Though packed with colourful graphics from start to finish, the layout of a scene (you often walk behind objects in the foreground, disappearing from view) may make it difficult to see what's *exactly* going on. An enjoyable, playable action game packed with lots to discover, *Nightbreed* should hold your interest for a long time.
RICHARD 80%

RATING

Playable beat-'em-up on disk, overall 12% less so on cassette multi-loads

PRESENTATION	78%
GRAPHICS	77%
SOUND	68%
PLAYABILITY	77%
ADDICTIVITY	78%
OVERALL	**78%**

GUARDIAN 2
revenge of the mutants

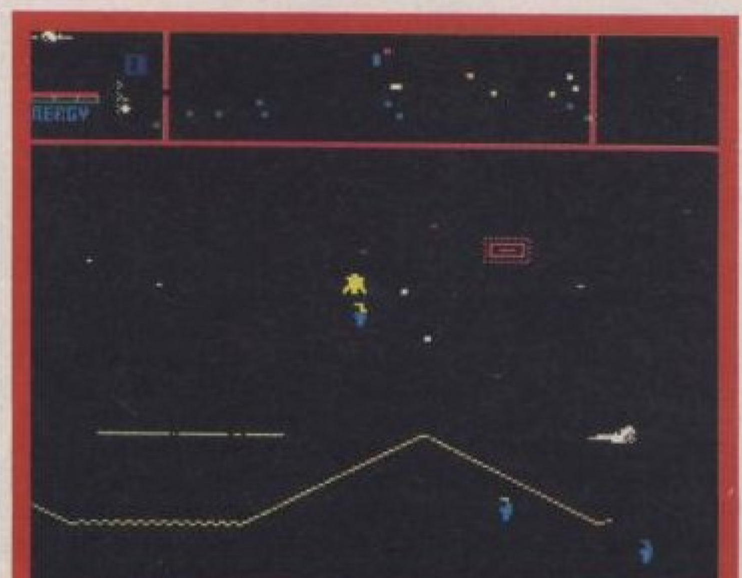
Hi-tec Software
■ £2.99 ■

Classic shoot-'em-up action straight from the oldest arcade machines! *Guardian II* is a space invader game featuring a fast horizontally scrolling landscape as you attempt to rescue people stranded on the ground. This kind of gameplay was all the rage in the early days, similar to the excellent *Scramble* type games.

Graphically it's very simplistic: small aliens fly about each level shooting tiny bullets at you — so tiny you can easily mix them up with the starry background! One thing that annoys me is the keys the programmer has chosen to control the game, they're impossible! It's even worse on joystick!

Guardian II is highly addictive: one for arcade freaks everywhere. A word of advice though, read the instructions first: in my first game I started to massacre all the earth people — they weren't too pleased!

NICK
Overall 65%



RATING

OVERALL 65%

KICK OFF 2

Blistering Pace - Pixel Perfect Passing - Superb Tactical Game Play

★ 1 to 4 players option (Amiga & ST)
★ Kit Design (Amiga, Atari ST & IBM)
★ Facility to load Player Manager teams and designed tactics.
★ Instinctive joystick controls to pass, dribble, shoot, head or chip a ball and do sliding tackles.
★ Two players teams mode against the computer.
★ After touch controls to bend or dip the ball.
★ Set piece Free Kicks, Corner Kicks, Throw Ins, Injury Time, Action Replay, red & yellow cards indeed host of features to create the atmosphere of a soccer game which is real fun to play.
★ League and Cup Competition with sudden deaths penalty shoot out.

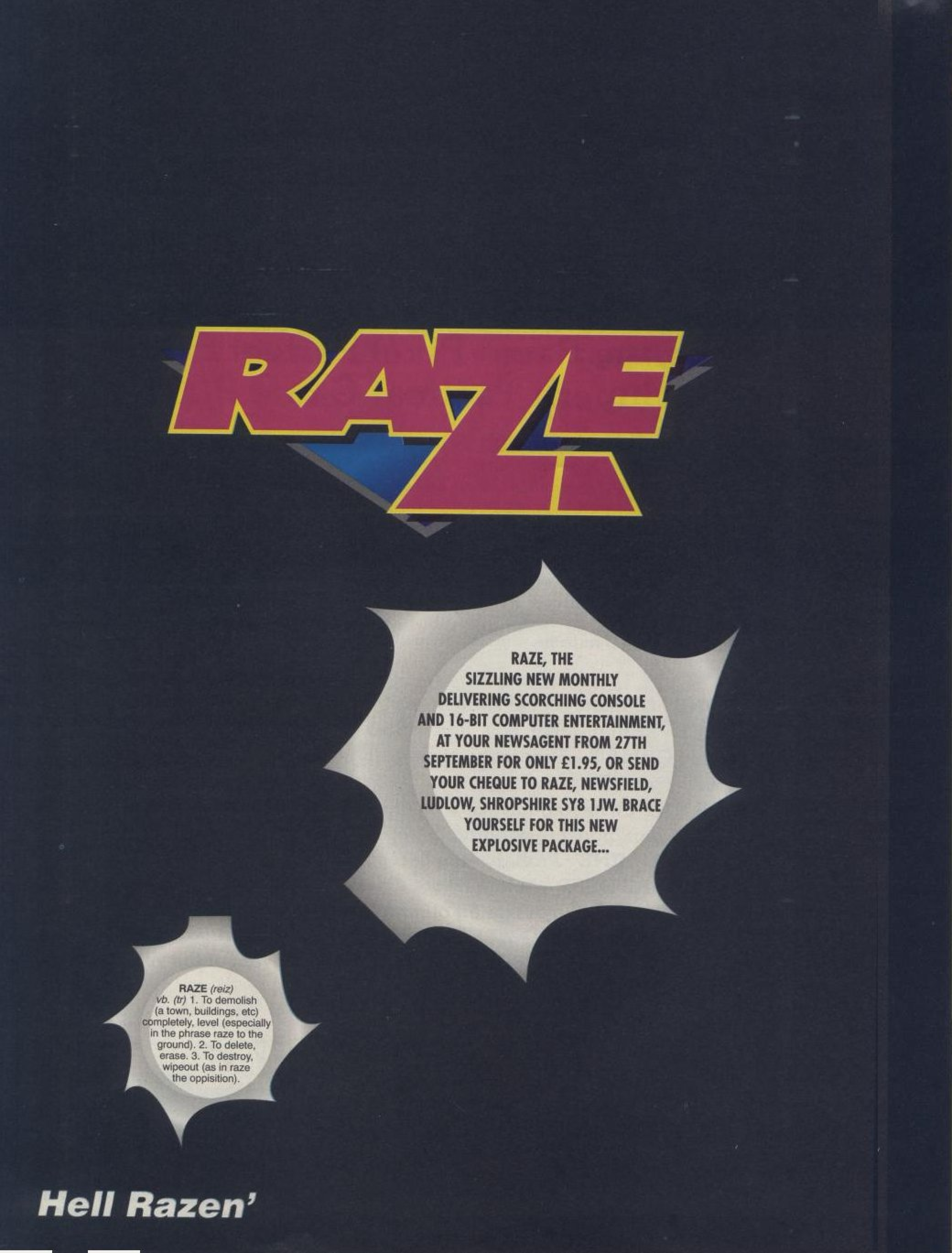
THE ONE - *Ultimate soccer simulation.* **96%.**
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BATTLE OF THE BULGE

CCS ■ £12.95 ■

Somehow, by early December 1944, Hitler had achieved the near impossible. He had, from defeated and disarranged armies, constructed a new army group on the Western Front. A Group that was not only constructed to hold the front — but to punch a hole all the way to the English Channel. What followed was the largest, and most daring, armoured counter-offensive in history.

Complete with 20-page manual, CCS's interpretation of the battle also includes a few interesting 'what ifs' such as having the poor weather remain throughout the battle, not allowing Montgomery to be appointed as Commander of the Northern shoulder and delaying Patton during his 90 degree upward turn of the southern battlefront. Other pre-start options include an Allied/German computer player, a two-player option, levels of difficulty and deployment options (historical or player-set).



The on-screen map and units are well designed and easily interpreted. Placing the cursor over any unit brings up its stats including unit morale, supply level, movement points, etc. Orders are easily despatched and info found by the Find key which hops around the map, cycling through your forces.



The game follows the standard order/movement phase-type play. Giving any unit an order turns it light blue. Orders include Move, Road (an excellent, time-saver, order that requires the unit to follow the road to the destination), Bomb (artillery fire), Construct/Demolish (for bridges) and Sabotage (for the two American supply depots).

Initially, considering the bad weather, aircraft support was negligible. Sensibly, though, some air attack/recce is available on a limited basis. On the whole, *Battle of the Bulge* is an excellent game — although I'm slightly foxed as to the 128K version on side two of the tape as I couldn't see any 128K enhancements and no mention was made of this in the manual.

CCS have not includeda modifier for the German undercover commando team that caused some disarray in their American uniforms by scaremongering, rumour spreading, etc. I would have liked to have seen this included as they did have limited success. American troop movements were delayed, some high ranking US officers were arrested/delayed on suspicion of being a spy, etc. Even with my minor gripes, I still enjoyed *Battle of the Bulge*. CCS once again show they have the Spectrum wargame market by the short and curlies.

PAUL RIGBY 82%

RATING

An excellent strategy game, a few extra options would have made it perfect.

PRESENTATION	78%
GRAPHICS	80%
SOUND	42%
PLAYABILITY	84%
ADDICTIVITY	86%
OVERALL	82%

PRO GO-KART SIMULATOR

Zeppelin Games
■ £2.99 ■

Go-karting hasn't been used as a game theme for, um... well, it's never been used! So, if you fancy racing it up, jump in!

There are three circuits to race around, each different in layout, featuring hills, valleys and plenty of scenery that flies past at a rate of knots. Racing against three other crazy 'karters and the clock, your kart is equipped with a hell of a lot of speed: four gears, and a turbo booster for that extra thrust.

Gameplay is incredibly simple — push down on the accelerator and keep your kart on the track! But it's not easy, especially as there are so many signs, billboards and hay bales lining the route — crash into one and your kart goes flying sky high! *Pro Go-kart Simulator*, as the inlay says, is all about speed — unfortunately there's just a bit too much. Your 'kart has two speeds: none and too fast, making it tough to keep total control of the 'kart. The action happens screen centre, surrounded with decorative bits and bobs, but the playing area is too small to clearly see what's happening on the track. Well programmed and technically very good, it suffers from lack of solid playability to keep you coming back for more.

RICHARD



RATING

OVERALL 66%

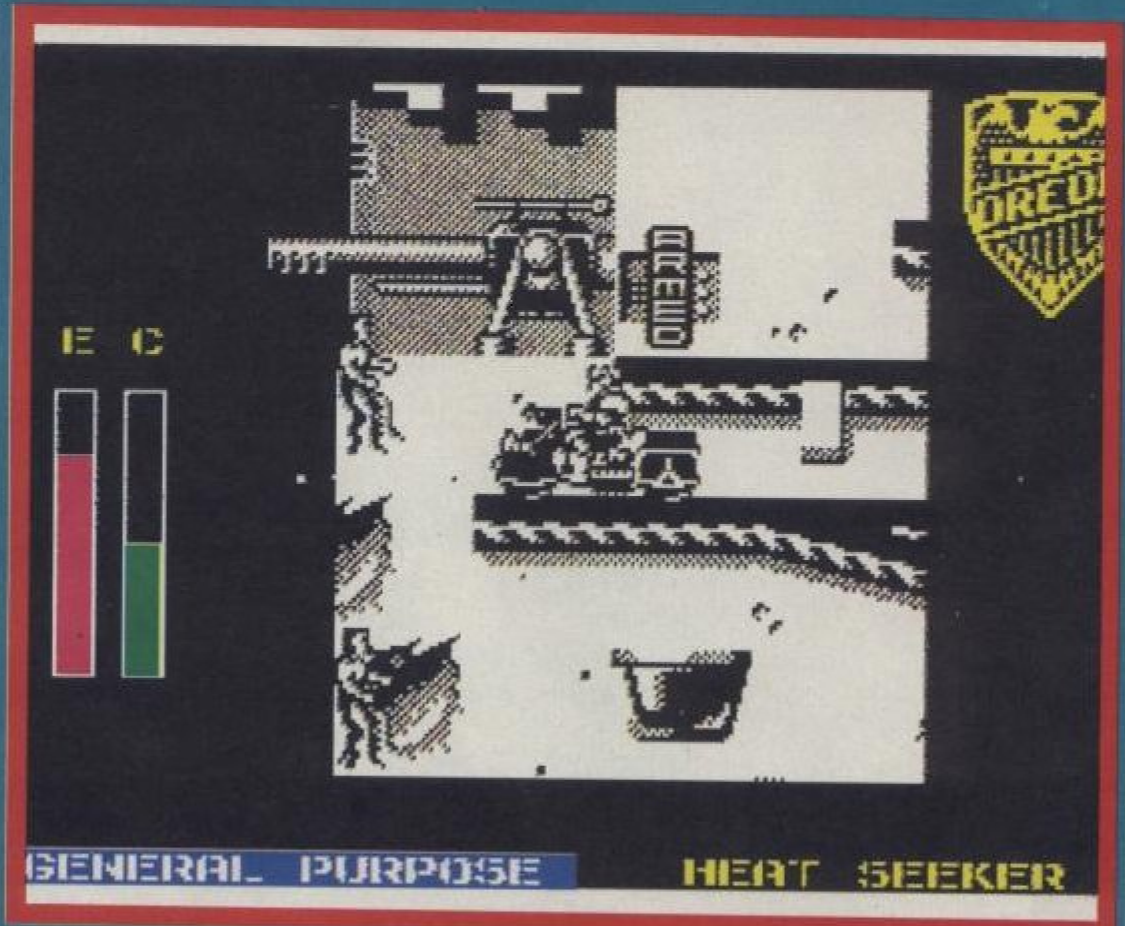
JUDGE DREDD

Virgin Games
■ £9.99 ■ £14.99

Judge 'Old Stoney Face' Dredd is one of the longest running and best loved characters from *2000AD* comic and now you get to control Mega-City One's finest cop. Dredd battles through six levels, each based on a Dredd story. Gameplay is essentially that of a shoot-'em-up, and similar to *RoboCop* as you view the eight-way scrolling action from side on.

In the game Dredd does what he's best at, catching 'perps'.

Level one takes you to Dan Tanna block where the League Of Fatties are running riot and eating all that comes to hand. So, with trusty Lawgiver gun in hand and Lawmaster bike on call, your prime objective is to shut down four food dispensers and then guard the food convoy as it trundles into the city to feed the starving millions. Watch out for the fatties as they throw food at you and even jump off walkways in an attempt to flatten you. The status panel shows your energy (knocked down by attackers) and the rising crime level: the idea is to keep your energy high and the crime rate low.



Scene two takes you to Charles Darwin block where Professor Fribb has created an enzyme that reverses the process of evolution. Unfortunately, some of the deadly enzyme has escaped through the vents and the inhabitants of the block are now less than human. Here Dredd must again walk through platform after platform apprehending lizards, amoebas and monkeys whilst closing the outlets from the ventilation system. Once this is done he heads for Fribb's lab to arrest the amoeba that the unfortunate Prof has become.

Levels three, four and five cover the events of one of my favourite Dredd stories — *Blockmania*. The Sov Block agent Orlok has started blockmania, induced gang warfare, in the City and Dredd must stop him and his comrades who are contaminating the Aqua Plant in level three. In level four, his Aqua Plant plan thwarted, Orlok tries to contaminate the Weather Station. Level five sees Dredd trying to control the outbreak of blockmania. And level six? My advice is give up now because the four Dark Judges Fear, Fire, Mortis and Death pay Mega-City a visit and it's up to you to get rid of them using dimension bombs. Good luck Dredd, you'll need it!

A far better game than the original *Judge Dredd* game by Melbourne House, Virgin have done a good job in adapting the *2000AD* strips. My only slight moan is that the six levels look and play very much the same: you wander around the playing area bagging the baddies and shutting off four valves/vents/food dispensers etc. Graphically the game is good, especially the cartoon style drawings that appear when Dredd calls his bike and is hospitalised through loss of energy. The sound track on the 128K version is neat too.

Gameplay is tough: keeping the crime rate down and your personal energy level up takes a lot of practice. Add to that the novel logging-on to the Justice Department computer system before playing (a 9.4 million gigawatt computer, indeed!) makes *Judge Dredd* a playable package. It's a shame about the limited content though.

MARK 79%

RICHARD Don't be put off by the small size of the playing area shown on-screen, when the action begins you soon forget about that G—so much happens! *Judge Dredd* is very well presented: the introductory computer terminal section with its many functions gives that extra sparkle to a game that's little more than a shoot-'em-up. Gameplay is tough but enjoyable as you stomp around the walkways killing off the appropriate perps. However, you have to watch who you're shooting, as killing a normal civilian doesn't do you any good! Each level is big, and mapping is a worthwhile job as getting lost isn't difficult! For its many loads (yeah, it's a multi-load) the gameplay does not really differ from level to level, and it's the repetitive nature of the gameplay that prevents *Judge Dredd* from being a real hit.

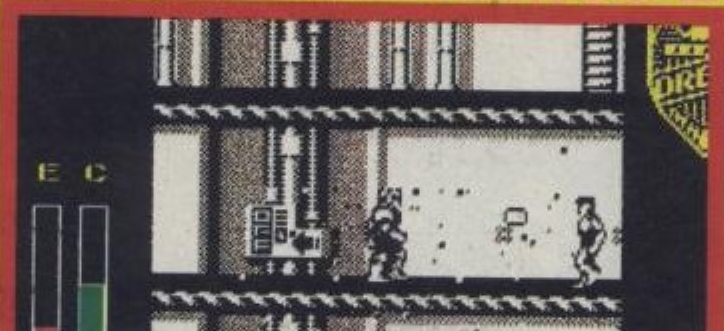
76%

RATING

A fine blasting romp marred by repetitive gameplay.

PRESENTATION	84%
GRAPHICS	78%
SOUND	81%
PLAYABILITY	78%
ADDICTIVITY	64%
OVERALL	78%

INTERALIA - CERIUS 2



Atlantis ■ £2.99 ■

This is nowhere near as good as the original *Cerius*. That was full of cute, cuddly creatures and addictive gameplay, this is just a basic shoot-'em-up with nothing to compel you to come back for more. You fly awkwardly around each screen hopelessly trying to avoid enemy bullets and return some of your own. The ship moves so slowly you're bound to be killed before you get anywhere.

You can build up your ship's weaponry (like all the best games) to a double laser, triple laser and even a Antiphib blaster (coo!)!

Graphically, *Cerius II* resembles the other games created by programming team The Shaw Brothers: colourful and detailed sprites move glitch free across the screen. But graphics alone do not make a game, and with a tune like the one on the title screen anybody with ears will want to switch off! A disappointing follow up that may only appeal to shoot-'em-up fans.

NICK
Overall 51%

RATING

OVERALL 51%



SPEED AND POWER

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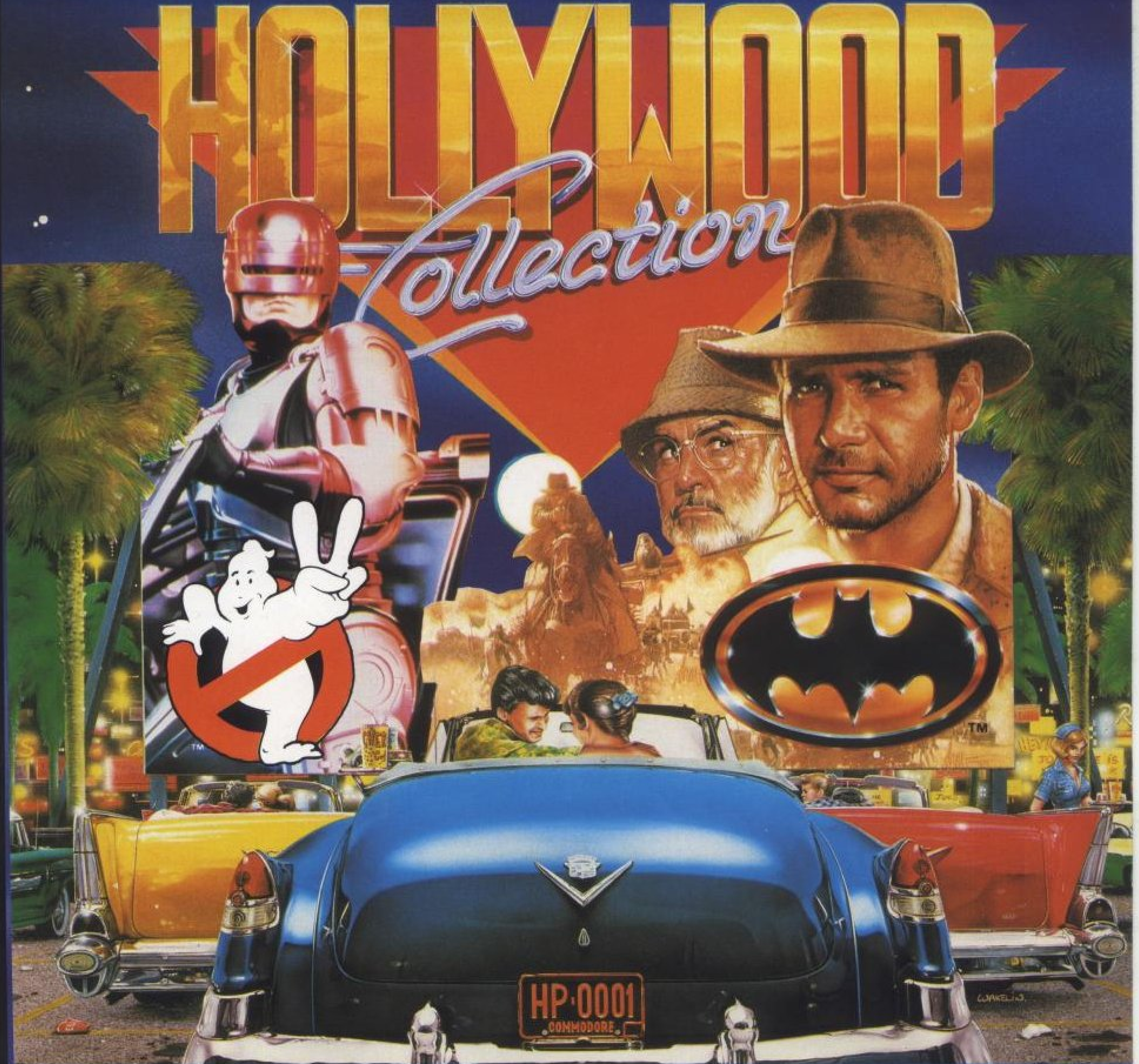
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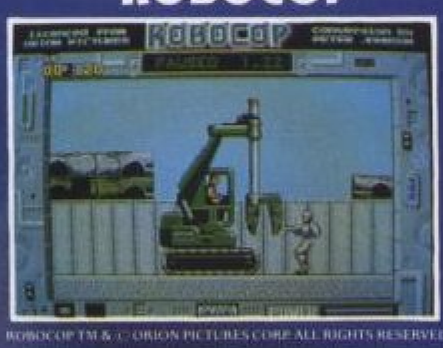
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